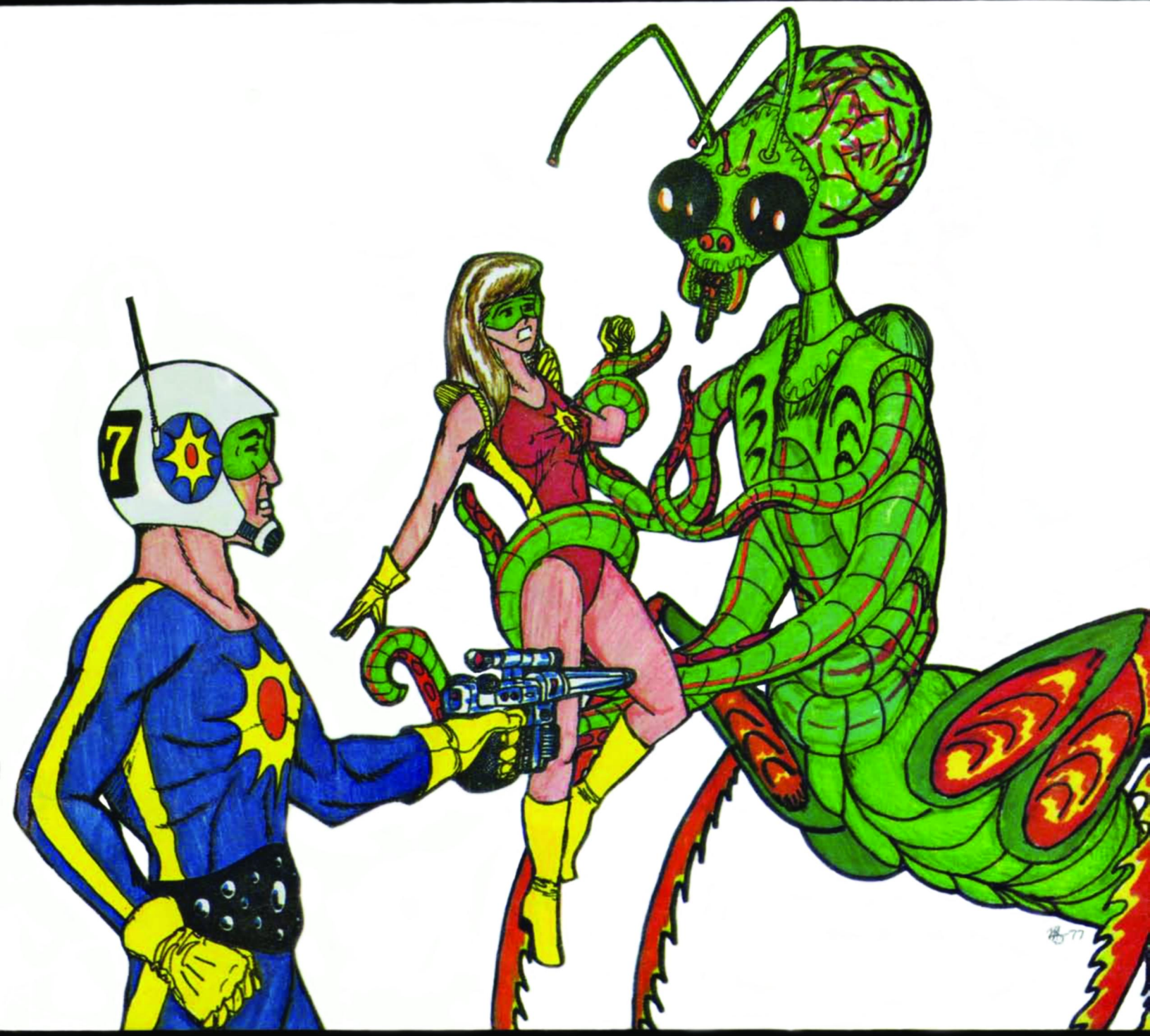
LOU ZOCCHI
PRESENTS:

SPACE PATROL



A Fantastic Science Fiction Adventure Game

By **KURTICK** *and* **RUSSO**

A GAMESCIENCE PUBLICATION

TABLE of CONTENTS

INTRODUCTION 1

PREPARATION 1

THE SCENARIOS 1

SEQUENCE OF PLAY 1

CREATING CHARACTERS 2

CHARACTER AND ALIEN GENERATION TABLES 4

CREATURE CREATION 6

PSIONICS 6

SUCCESS PROBABILITY TABLE 7

GRAVITY 7

MOVEMENT 7

EQUIPMENT 8

LEARNING 9

SAVING ROLLS 9

CONTACT 10

RECOVERY 10

PLAYING A SCENARIO 10

COMBAT 12

SCENARIO GENERATOR 20

FINAL NOTES AND ADDENDA 25

PRODUCED BY: LOU ZOCCHI

GAME DESIGN: Michael Scott Kurtick and Rockland Russo
GRAPHICS: Michael Scott Kurtick and Charles Hards
PLAYTESTING: Michael Bledsoe
"Wally" Wallesverd
William Murphy
Jessica Styons
Nathan Houk
Rusty Neal
Bobby Shaeffer
Derek Charbonnet
TYPING: Katherine E. Edge

© 1977 Copyright GAMESCIENCE CORPORATION

THE DIXIE PRESS
GULFPORT, MISSISSIPPI

Introduction

"It's more than a job, it's an adventure!" Perhaps this is the slogan some doubtless original thinking PR man will devise for the military some 100 years hence. Actually SPACE PATROL is a game of Science Fiction adventure. It is a role playing game where each player controls the destiny of a single person. As a player, one faces tribulations that would titillate a Flash Gordon and baffle a Captain Kirk. One may face dangers such as a great beast that only the shot of a Hark XXIII blaster will quell or a death so subtle that no amount of force will do, only wit and intelligence are the weapons of redemption.

At all times throughout the rules we will attempt to explain the reasons we did what we did. We've probably also made some mistakes in your eyes, and we would like you to write us about the disaster that you feel we have perpetrated. There is a reason for this. No game designer operates out of the pure and unsullied vision of his mind. Two people will easily come up with 4 times the ideas of one. This game is a reflection of the minds of the designers but it is also likely to be played by diverse people across the country. We would be liars to state that we have never played another game in our lives and everything we have played or read has probably influenced, to some degree, the layout of these rules. And this 1st stated rule is one of them. We have seen other games with loosely structured formats which, because of local option rules, became almost unrecognizable from one group to another. We have seen players travelling from one city to another feeling ripped off when trying to play in a new environment until they learn the local options. Thus we ask that you not mess with the rules but rather tell us about your ideas. The rules and corrections that we like will be included in a supplement or later editions as practical. Thus, hopefully, no one will snivel when playing with new people because of surprise rules.

Many of the systems in this game have been researched to reflect a reality. That reality is often from the mind of a science fiction writer. Some of it tried to reflect some of the basic physics of the real world. This is especially true in the combat system where one's success in a fight is not really subject to the whim of the judge but to the real ability of your character and his weapons.

A Scenario Generator is included in these rules. It allows a game to be played with little in the way of preparation. Or, if a prepared game is being played, it allows a random fate for the characters rather than leaving everything up to one person's sense of justice or propriety. It also promotes extensive campaign games with little preparation. While the scenario generator takes much of the grunt labor from the back of the judge, it still demands an imagination and a puckish sense of humor to flesh things out.

In the testing of these systems the fellow who runs the game has been variously called Matrix Man, Mission Master, Organian, and by the hard-core D&D types, Dungeon Master. By whatever name, he is as necessary to the game as the players. He is a player, for no Mission Master can avoid seeking as much from the play as possible. It is the Organian who generates the scenarios, draws the maps, populates the place, resolves the combat and personifies all of the encountered critters.

The play may involve one of several basic situations: Landing Party, seeking contact with new planets and races; Space Salvage, snooping in and perhaps liberating derelicts; Interstellar Police, regulating crime and passion in the spaceways; Soldier, making the universe safe for one's political or racial system; Hero At Large, and so forth. The player's duty to himself is to survive, his object is adventure.

Preparation

This being a rules book, some things are obviously necessary. Paper, pencil, a great number of 6-digit dice, and a set of polyhedra and percentile dice for the good of the various tables and systems. However, some things are recommended but not strictly necessary. Graph paper of various grid size3 is recommended for mapping and regulating movement. Also we have found that the use of suitable figures of perhaps 25mm size not only lend color to the play but also remove much of the ambiguity from the contact and ranged combat systems.

Before play begins, the Mission Master should decide upon the thrust of the game in one of the previously mentioned areas. The judge should generate any maps that he needs or desires before hand. It is recommended but not necessary for the judge to stock the map with its disasters and such before the start. It cuts down on playing time. It should be obvious that several different populations could reside within the same city, space liner, or whatever.

the Scenarios

1. INTERSTELLAR POLICE

Crime runs rampant in the spaceways. The police party may be searching a star ship, city, or building for contraband. They may be trying to trap the Stainless Steel Rat or merely rousting the natives. And those who are found guilty may be the culprits in some caper that is totally beyond the interest of the harried cops on the scene.

2. LANDING PARTY

This is a sort of STAR TREK format. Here the players are making contact with a new world. They may have to suddenly play warrior to forestall some danger to the folks back home. They may have to play diplomat and wow the natives, they may have a damaged ship on their hands and need help or resources. Or they may merely represent MAN, and be tested for their true value.

3. SPACE SALVAGE

Perhaps this should be called the Bermuda Triangle scenario. This is the situation of the apparent derelict. The mission may be to salvage the ship, for use in the gallant rebellion, or merely the curiosity of alien architecture and drives. Whichever the case, the ship may have survivors living or defenses automatic.

4. SOLDIER

Be one of Robert Heinlein's Starship Troopers righteously smiting the nasty bugs. Here is the chance to be one of Joe Haldeman's FOREVER WAR troopers trying to survive just one more time. Or perhaps be one of Pournelle or Dickson's mercenaries trying to make a bloody buck is more suited to your nature. Whatever the case, the enemy's capabilities must vary tremendously and they must be interesting. Soldier scenarios can also be played with two opposing teams of players using miniature figures on simulated landscape as with more familiar forms of gaming.

5. HERO AT LARGE

Our hero may be a character who has found himself in several of the above situations and survived (even if he had to desert from a twenty year hitch in Star Fleet to do it). This is merely acknowledging that players will frequently wish to play their characters in such a diversity of situations that being a Starship Trooper in full powered armor might be impractical.

Sequence of Play

Once the scenario is set up and the players have been briefed as to the situation and rules, the regular sequence of play beqins. There are two types of move to be considered. The first is the basic game move. This is defined as being one minute in length but could be up to several hours in length in some outdoor type scenarios. The second type of move is the combat turn. This is shorter than a game move, lasting up to about 5 seconds. If playing with one minute game turns, remember that there are only 12 combat turns per game turn. This is important because of the possibility of things outside the sphere of play wandering in. For instance, if the landing party is fighting it out with a thirty

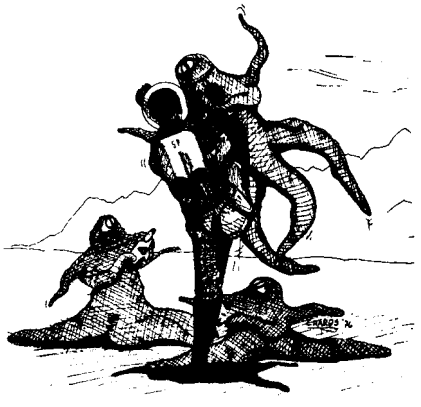
foot bowl of jell-o in one room, the ruckus might draw the attention of a sleepless Kzinti in the next apartment who is likely to do more than just bang on the wall for quiet. The ending of one move and the beginning of another should not be announced to the party unless one of them is staring fixedly at his watch. The reason for this is that the whole concept of moves is an artificial one for the convenience of the Game Master.

Within this framework of the mechanics of the game should go a word of warning. A good Mission Master should always avoid vindictiveness. Our experience indicates that the judge who feels arbitrary often loses a favorite character when someone else is judge, to the very illegality he displayed. With extremely unfair judges, they frequently find that no one will willingly allow them the future of conducting a game. Honest impartiality is the making of a good Game Master.

Here is where the honest part comes in. The basic rule of play is that of statement. The judge must never assume anything about the actions of the players. Nothing happens unless the players declare it. Once a player declares an action, that decision is beyond recall and the player must suffer the consequences. For instance, the player sets his body walking down the bank of a stream. After a bit of walking, the player is told that he approaches a water fall and from across the stream he hears the crashing of a Tyrannosaurous Rex in heat. It is not enough for the player to draw his pistol and then say, "I should fire at it." The lizard stays unshot. If the beast bites his head off the player should not complain that he intended to shoot. He didn't and that's enough. Similarly, any piece of equipment must be used. For example, Schlock, Smithian, green and all, has a tricorder (Sears and Roebuck 29.95 in the Winter 2277 catalog), The machine is left on and it picks up the emanations of a befuddled Noxin planning to attack. Our hero, however, attempts to prove ignorance is bliss unless he stated that he is using the machine to scan for lifeforms. The machine (and therefore the Game Master) is not obligated to tug on Schlock's sleeve and warn him of this obdurate creature. The same applies to people possessing psionic talents and to sentient machines. In the case of talents, like any attribute, it must be consciously exercised (unless the thing comes on randomly). It is not enough to expect to anticipate the moves of another, it is necessary also to tell the Mission Master that you are indeed exercising the talent. With sentient machines, while they may indeed be able to talk to their owner, it is unrealistic to expect them to anticipate the things which the owner considers important. For instance, Schlock is telepathic, and he has also recently purchased the deluxe model sensor which talks up to him (79.95 etc.). Schlock also has an unreasonable fear of Groopies. Unless he looks for them, he will not sense them because the machine does not share his unreasonable fear. It does not consider the Groopies a personal danger and is probably incapable of understanding Schlock's problem. While Schlock may indeed program the device to sound the alarm at the approach of a Groopie or a Klingon or 20 other beasts, by the fact that the machine is one—limited, and two—does not feel the danger itself and therefore considers an order such as this arbitrary, means that it will not always respond to the alarm. Thus if you want to know of the approach of anything, ask—nothing else will do.

With the onset of contact or death and destruction, the combat rules take effect. As stated before, there are 12 five-second moves to each one-minute regular game turn. However, for the purposes of simplicity, if the combat ends before the 12 to 1 interface is used up, it is simpler to go on to the next move. Let us have an example —

Blush Gordon, shy bon vivant of the spaceways, is stumbling his way through a dense planetary forest. (Turn 1) He enters a narrow clearing and spies a nude, not to mention beautiful, woman. (Turn 2) Believing that such coincidence is only possible in the movies, he decides that the creature is, in reality, an illusion casting, man-hungry beast. He draws his Mark XX blaster (from the Ubiquitous Sears and Roebuck, 47.50 in the Spring Catalog). He fires and misses (Turn 3, Combat Turn 1). He steps forward and fires again, while the monster screams in a credible imitation of a sweet young thing, and misses (Turn 3, Combat Turn 2). He takes careful aim at the now whimpering thing again, finally blasting it to atoms (Turn 3, Combat Turn 3), At this point, unless the girl has relatives who ran to answer her cries, the combat turns end and the normal movements resume with Turn 4. Blush, a hero, wanders off smug because once more he has thwarted the universe's foul desire to do away with his handsomeness.



Creating Characters

The characters created by the players may be of ordinary human form or the players can use one or more of the tables in this section to create aliens, mutants, cyborgs, and so on. It is up to the judgement of the Game Master to decide the suitability of a character to a particular scenario. For instance, a Klingon is unlikely to be a member of a Federation lending party. We recommend that the Mission Master allow only characters personally known to him to be played. This is because we have seen much to offend the honest player in other role-playing games. We have seen other players use characters which some time in the past have been purely fabricated with unusual abilities, or a super character who has been done away with in other games but not left to lie in peace. We have also known people who are fond of sitting down and generating some 20 or 30 characters and then throw out all but those who are unusually good. They then claim that all the characters in their stable were in fact, randomly generated. The problem with this is one of reality. The whole reason behind the random generation of characters is the fact that this is a role playing game and as such, not everyone is born with maximum abilities across the board. The fact of the matter is that no organization can reject all but the few exceptional individuals who apply. In times of stress, even the pickiest of organizations have been known to accept anyone who is not dead. Thus we recommend that all available characters generated be used at least once and that the Mission Master require that he be personally familiar with the origination of the fellow.

Each character is generated using 3 6-digit dice for each of the six attributes that any character has. This information should be recorded on a sheet of paper or on a 3x5 card along with the other pertinent information about this character. Three 6-digit dice are used because of the nice bell curve the rolls produce. Three and eighteen are the low and high extremes and are quite rare. A nine through twelve is the more common throw, occupying the top of the curve. We feel that this nicely reflects reality as almost any human characteristic can be plotted on a similar curve. Now our orientation of this system is with the variant of Homo Sapiens as resides both culturally and phy8ically in the United States of America, circa 1977. In the character charts which follow we list some interesting variations of shape and attributes which can be used to show characteristics from wholly different lineages than that of the 20th century technical man.

For the purposes of the game we are only quantifying six basic attributes to reflect the physical man:

STRENGTH (ST) - This reflects the power output in mechanical energy that the character is capable of. It reflects

only the potential, however. Let us give you an example of what we mean: One of the more interesting things to observe at a carnival or amusement park is the game where one swings the hammer at a lever in an effort to make a weight go up and ring the bell. The reason this is fun is that there inevitably is a girl running the game. Large, quite 8trong men, often without a female friend in tow, will play the game with the intention of showing off to the fox running the concession. They are usually unable to ring the bell. Inevitably the girl running the thing is easily able to ring the bell despite her diminutive size and obvious lack of strength. This is because the girl knows the how of using the strength she has at this game. Thus, when dealing with a character's Strength, it is necessary to evaluate whether the strength he is using also needs some skill to implement it, especially in the case of some rather clumsy weapon.

DEXTERITY (DX) - Dexterity in this game is considered the base ability governing the character's natural ability to move surely and quickly. It also can become proficient with a weapon. It is independent of age, sex, or size. Again, 9 through 12 is average, lower that 9 is clumsier, slower, and less accurate than normal. Greater than 12 is quicker and more accurate than normal In SPACE PATROL, Dexterity tells when a character performs a combat or movement function faster than his opponents, and also deals with the accuracy of the ranged combat weapon the character may be carrying.

LUCK (LK) - While it may seem that Luck is self-explanatory (as one of our playtesters put it, "Luck is the ability to fall into a manure pile and find the dilithium crystals"), Luck is the most discretionary of the six attributes. It is difficult, if not impossible, for us to give the Mission Master clear parameters. As a guide, we can only give you one example. We have a friend who we feel deserves an 18 in Luck. While in 'Nam, he took a burst from an AK-47. He was struck in a line in the back from close range by 8 slugs. Two of the slugs passed on either side of his spine slipping off the horns of the vertebrae. Because the rounds were armor-jacketed and fired at close range, they made relatively clean perforations in everything. He was so badly mangled that his parents and wife were notified as to his death in combat. The surgeons worked on him more from habit than hope. He is alive today and helped us playtest some of the systems in this game. This could easily be held as a one shot exhibition of Luck. In SPACE PATROL, Luck is used to modify the defense roll of a character in combat and can also be used in saving rolls for traps, spotting hidden people, etc.

CONSTITUTION (CT) - This is the indicator of the sturdiness and condition of the character. Again, this is independent of sex and age (except in the case of the very young or the very old). A roll of 9 through 12 is normal. This number is used in the combat system as the number reflecting the damage necessary to kill or be put out of commission when the character takes damage in combat. This damage can sometimes be repaired but quite often it is up to the Mission Master to decide when the damage is of a type that can be repaired by a band-aid or if it requires a full surgical team.

CHARISMA (CH) - This reflects the likelihood that members of the bearer's own species will follow him, her or it anywhere. It reflects bearing, reputation, and attitude. This attribute also reflects, to a lesser extent, the personal beauty or handsomeness of the character. However, we doubt that an extremely handsome spider would make much of a good impression on an avian.

MENTALITY (MN) - Here we are not really worried about intelligence. This number should reflect the character's ability to learn from the situation. It should deal with things like how quickly the player discerns the true nature of the way the Mission Master, and therefore the universe of the game runs things. This number is used as a base for deciding how easily the player should recognize a given piece of equipment. Alternately, it should reflect the kind and depth of the details the character should discern from the examination of machinery.

You would normally create man—like or humanoid characters. Even the monsters of fantasy are usually somewhat humanoid in form. We have crafted up a series of tables for character and creature creation which will enable the player to possibly give his character radically different humanoid attributes or even create an alien creature of a totally different aspect. We will describe the tables and then list them. These tables are repeated in the scenario generator at the back of the rules for generating aliens and creatures as they are encountered during a game.

GENERAL TYPE - This table is used to create a character or creature's general class. This is a listing of Terran classes but can be used to give an idea of what the creature's ancestry and general appearance could be. An Arthropod for instance would be a creature which like lobsters, insects, and spiders, has a hard chitin exoskeleton and a jointed, bony appearance, while a Mollusk could be something like a garden slug or possibly even like a giant squid.

GENERAL SHAPE - This table does not tell you exactly what the character or creature looks like. It does give you some idea of its appearance as to number and types of limbs. A quadruped could be a horse, deer, or bull-like creature or it could be some sort of centaur-like creature if it is a sentient being. Keep in mind that an intelligent being should have some sort of manipulatory members, while an animal would not necessarily need them. The features listed are the dominating features of the character. If the character had functioning wings, the muscles and bone structure necessary for this would totally dominate the appearance of this person.

METABOLISM - This table is used to give an idea of how different creatures might operate at a different metabolic rate than a human being. The result of this table is a possible modifier to the Dexterity rolled for the character. This table doss not apply to the creature.

SEX - This table is not usually necessary as sex would hardly ever crop up in a game. However, if you were a male intelligent crystal silicone creature, you might be very interested if a female silicone crystal creature showed up.

SIZE - This table is used in conjunction with the type and shape tables to give a further overall idea of the appearance of the creature. Size could mean how tall the character is or possibly how wide or how long it could be.

SPECIAL CAPABILITIES - This table is used to show the possible occurrence of some special attribute to an intelligent creature's makeup. The character could have an extra sensory capability or even have part of its body replaced with a prosthetic or cyborg part.

PSIONICS - If the SPECIAL CAPABILITIES table shows a character having a possible psionic ability, this table is used to determine what the psionic talent is. To find out what the power can do and how it is used, turn to the chapter on Psionics later on in the rules.

CYBORG REPLACEMENTS - If the SPECIAL CAPABILITIES table indicates that a character has a cyborg replacement, the table here is used to determine just what that replacement is. It could be powered limbs like the bionic woman or something like having your ribs replaced with vitallium after an accident crushed them. The table also lists modifiers to some of the attributes that are possible for a particular replacement type. The number spread listed indicates the particular polyhedra die to be used to find the modifier of the attribute.

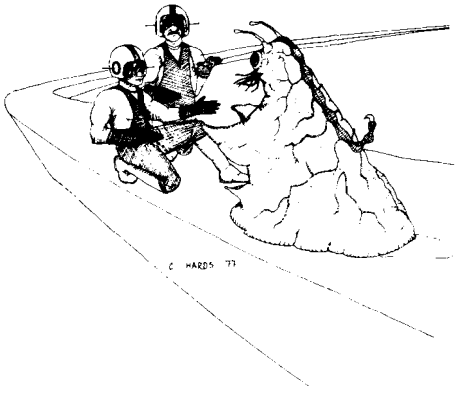
TRAINING - This table obviously only applies to intelligent entities. It is used to get a general idea of what sort of education and training a character might have had. The types listed are only the general categories. A soldier, for instance, would also be a policeman, a security guard, a game hunter, a pirate, and so on. Anyone who specializes in the art of fighting would come under the general classification of Soldier. The general class would cover anything missed by the other classes. This could be anything from a clerk typist to a bus driver. Once again there are attribute modifiers listed with the number ranges for the use of polyhedra dice.

PERIOD - This table is used to determine from what period the characters come. There is a certain amount of judgement involved in using or not using this table. It should be up to the Mission Master as to what period an alien comes from. It certainly wouldn't be fair to put a caveman in with a group of star travellers except under special circumstances.

SPECIAL WEAPONS & CAPABILITIES - This table is to be used only for the creation of creatures, monsters, and so forth. The rationale here is that an intelligent entity got that way by not having any special things like talons or poison. The creature would have had to develop its thinking processes in order to survive, at the expense of extra physical fighting capability. This table is also used to show creatures much larger or smaller than usual. After rolling on the SIZE table, the size obtained could be modified by this table.

The use of these tables is completely optional. They may be used to create different varieties of mankind by using selected sections of the tables. The tables can also be used to recreate characters out of your favorite Science Fiction novel. For instance; a Kzinti would be a bipedal large mammal (200cm+) with a high metabolic rate, while a Merseien would be a bipedal reptile who carries blaster pistols. The tables may also be used to randomly generate aliens. In the case of slightly changed humans, or recreating science fiction characters you would only use selected portions of the tables but for characters of random generation you would probably use every table to the full.

The final table concerns Gravity and will be discussed later under movement. After the tables there will be a short section devoted to the fine art of monster making.



CHARACTER AND ALIEN AND CREATURE GENERATION TABLES

GENERATING TYPE

ALIEN	CREATURE	TYPE
01-05	01-14	M0LLUSK* (Always has 2-12 tentacles)
06-07	15-28	PLANT* (Always has 1-100 tentables)
08-35	29-42	ARTHROPOD
36-40	43-57	AMPHIBIAN
41-65	58-71	REPTILE
66-95	72-85	MAMMAL
96-99	86-99	AVIAN
00	00	EXOTIC
EXOTIC		
01-05		MECHANICAL
06-40	01-50	POLYMORPH
41-70	51-80	CRYSTALLINE
71-90	81-95	GASEOUS*
91-00	96-00	ENERGY*

*Don't roll for General Shape.

METABOLISM
(Aliens or characters only)

DICE	DEXTERITY MODIFIER
01-02	-6
03-07	-4
08-17	-2
18-32	-1
33-67	0
68-82	+1
83-92	+2
93-97	+4
98-00	+6

GENERAL SHAPE

DICE	SHAPE
01-05	MONOPED
06-45	BIPED
46-50	TRIPOD
51-70	QUADRUPED
71-85	HEXAPOD
86-90	OCTOPED
91	FUNCTIONAL WINGS*
92-95	NON-FUNCTIONAL WINGS
96-99	TENTACLES
00	WHEELS

*Triple Movement Rate

SEX

DICE	SEX
01-45	MALE
46-90	FEMALE
91-94	HERMAPHRODITE
95-97	NEUTER
98-00	EXOTIC (WHATEVER)

SIZE
(In Centimeters)

DICE	SIZE	DICE	SIZE
01-02	50	61-80	225
03-05	75	81-85	250
06-10	100	86-90	275
11-15	125	91-95	300
16-20	150	96-98	325
21-40	175	99-00	350
41-60	200		

SPECIAL CAPABILITIES
(Aliens or characters only)

DICE	CAPABILITY
01-80	NONE
81-85	PSIONIC (SEE PSIONICS TABLE)
86-87	ABILITY TO SENSE LIFE AURA
88-90	INCREASED HEARING CAPABILITY
91	INCREASED TOUCH SENSITIVITY
92	INCREASED SMELL CAPABILITY
93	INCREASED TASTE SENSITIVITY
94-95	THE ABILITY TO SEE IN THE INFRARED
96	TELESCOPIC VISION
97	THE ABILITY TO SEE IN THE ULTRAVIOLET
98-00	CYBORG REPLACEMENT (See Cyborg Table)

SPECIAL WEAPONS AND CAPABILITIES
(Creatures only)

Roll a 1-4 die to determine the number of rolls made on this table.

DICE	CAPABILITY	MODIFIERS
01-20	NONE	
21-35	1-6 X LARGER	1-4 TIMES CAPABILITY DICE
36-50	1-6 X SMALLER	1-2 LESS CAPABILITY DICE
51-60	FANGS	1-2 EXTRA COMBAT DICE
61-70	TALONS	1-3 EXTRA COMBAT DICE
71-80	POISON	1-6 ADDED TO COMBAT ROLL
81-90	SPIKES/CLUBS	1-8 ADDED TO COMBAT ROLL
91-00	SPECIAL	SEE SPECIAL TABLE

SPECIAL

DICE	CAPABILITY
01-20	SHAPE CHANGING - Roll for new shape
21-40	ILLUSION CASTING
41-60	FIRE OR POISON BREATHING - 1-4 EXTRA COMBAT DICE
61-80	MIND CONTROL
81-00	ENERGY MANIPULATOR - 1-4 DICE FOR ABILITY

GRAVITY OF HOME WORLD
(Both)

DICE	GRAVITY
01	.1
02	.2
03	.3
04	.4
05	.5
06-07	.6
08-10	.7
11-15	.8
16-20	.9
21-60	1.0
61-70	1.1
71-75	1.2
76-79	1.3
80-82	1.4
83-84	1.5

DICE	GRAVITY
85-86	1.6
87	1.7
88	1.8
89	1.9
90	2.0
91	2.1
92	2.2
93	2.3
94	2.4
95	2.5
96	2.6
97	2.7
98	2.8
99	2.9
00	3.0

CYBORG REPLACEMENT
(Aliens or characters only)

DICE	REPLACEMENT	MODIFIERS ST	DX	CT
	LIMBS			
01-06	LEGS	1-10	—	—
07-12	ARMS	1-8	1-6	—
	STRUCTURE			
13-20	JOINTS	—	1-4	—
21-35	LEGS	—	—	1-4
36-52	ARMS	—	—	1-4
53-67	SPINE	1-4	—	1-4
	SENSORY			
68-72	COMPUTER TERMINAL	—	—	—
73-74	INFRARED SIGHT	—	—	—
75-77	TELESCOPIC VISION	—	—	—
78	ULTRAVIOLET SIGHT	—	—	—
79-83	IMPROVED HEARING	—	—	—
84-98	VITAL ORGANS	—	—	1-4
99-00	IMPLANTED WEAPONS*	—	—	—

*Refer to the chapter on combat for types.

PSIONICS
(Aliens or characters only)

DIE	POWER
01-30	EMPATHY
31-60	TELEPATHY
61-80	TELEKINESIS
81-90	CLAIRVOYANCE
91-95	PRECOGNITION
96-98	MIND CONTROL
99-00	TELEPORTATION

For the definitions of these powers refer to the chapter on Psionics.

TRAINING
(Aliens or characters only)

DICE	CLASS	MODIFIERS
01-30	SOLDIER	ST 1-4/DX 1-4
		CT 1-4
31-40	SCIENTIST	MN 1-4
41-60	TRADER	CH 1-4/LK 1-4
61-75	CRAFTSMAN	DX 1-4
76-00	GENERAL	—

PERIOD
(Aliens or characters only)

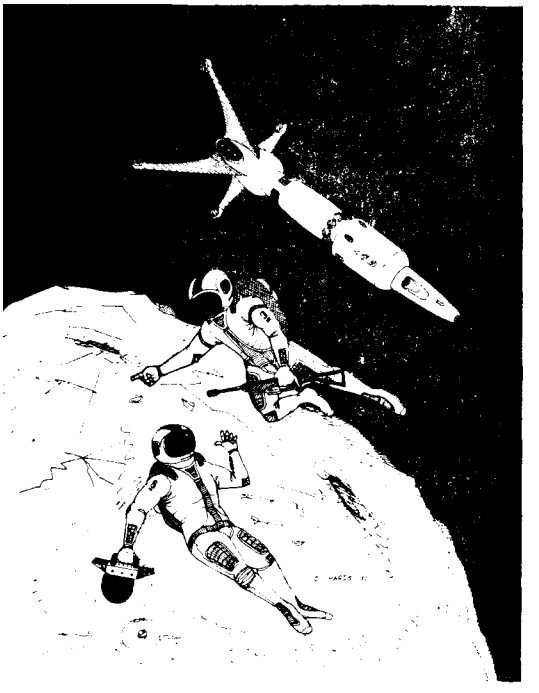
DICE	PERIOD	
01-05	1	STONE AGE
03-05	2	BRONZE AGE
06-10	3	IRON AGE
11-15	4	RENAISSANCE
15-20	5	PRE-INDUSTRIAL
21-25	6	INDUSTRIAL
26-35	7	ATOMIC
36-49	8	SPACE FLIGHT
50-79	9	FASTER THAN LIGHT
80-98	10 - 11	INTRA-GALACTIC
99	12 - 14	INTER-GALACTIC
00	15 - 18	EXTRA-DIMENSIONAL

Creature Creation

To create creatures, animals, or monsters you only roll 3 6-digit dice once instead of for each of the attributes. The number rolled is the creature's capability number. This number is modified sometimes by the preceding tables and is used by the creature for purposes of combat, movement, and damage. If a creature has a Capability Number of 16, it could take up to 16 hits before it died and would have 4 added to any of its attacks. (See the combat rules for an explanation of this.) If extra combat capabilities were rolled, these too would have to be taken into account.

For the appearance of the creature and its various abilities, roll the percentile dice using the preceding tables just as you would for creatures or aliens. If you wish added complication for special creatures, you can roll for more attributes that just the generalized capability number. It is still up to the Mission Master to round out the creature's appearance and capabilities.

The Attitude Table below is used to determine randomly, the way the creature will respond to the presence of players.



CREATURE ATTITUDE TABLE

DICE	ATTITUDE
01-26	XENOPHOBIC - Will attack immediately, and will pursue.
21-40	HOSTILE - Will attack 75% or less, 76 or better will run
41-60	NEUTRAL/HOSTILE - Will attack 50% or less, 50 or better will run
61-80	NEUTRAL/APATHETIC - Will attack 10% or less, 11-50 will run, 50+ will ignore
81-00	NEUTRAL/FRIENDLY - Will attack is attacked, 20 or less will run
	(All creatures will attack if attacked)

Psionics

In SPACE PATROL psionic powers are the various abilities of the mind to extend itself in both physical and mental perimeters. If a character has a psionic power, as rolled on the character and creature creation tables, these rules will explain each power and how to use it. As explained before, you must declare you are using a power.

EMPATHY - Empathy is the ability to sense another's emotions. If somebody was about to kill her, the empath could sense the hatred or killing lust. To use empathy successfully, the empath subtracts the Mentality of the person he or she is trying to sense from the empath's Mentality. This number is referenced on the Success Probability Table and percentile dice are rolled. If the number required or less is rolled, the empath successfully reads the emotions of the subject.

TELEPATHY - This is the ability to sense what another entity is thinking. This is fairly straightforward in that, just as Empathy works with Mentality, so does Telepathy. Use the same procedure as outlined for Empathy to attempt to use a telepathic power. User's Mentality minus subject's Mentality, reference result on the Success. Probability Table, and roll the number indicated or less.

TELEKINESIS - This is the ability to move objects by mental power. The object must be in the sight of the telekinetic and the telekinetic resolves the move attempt in the following fashion: For each number over 12 in ST and MN add 1. For each number below 9 in ST and MN subtract 1. The number obtained is compared to the mass of the object to be lifted. Subtracting the mass of the object from the number obtained will give you the number to reference on the Success Probability Table. The reasoning here is that a telekinetic would not normally be able to lift more than a certain weight so why should they be able to do so by mental power.

CLAIRVOYANCE - This is the ability to see things not seen by the eye. For each number greater than 12 in Mentality add 1. For each number less than 9 subtract 1, This result is referenced on the Success Probability Table to get the number, or less needed to perform the act of clairvoyance.

PRECOGNITION - Precognition is the ability to see into the future. In SPACE PATROL the precog would tell the Mission Master that they were attempting to see what will happen if they perform a certain function one way or another. For the precog to successfully get an answer, they will have to roll on the Success Probability Table just the same as for Clairvoyance, and then the Mission Master rolls 3 6-digit dice in an attempt to beat the precog's Luck at-

tribute number. If the number the MM rolls is higher than the precog's Luck, then the Mission Master is allowed to lie to the precog. If the number rolled is less than the precog's Luck then **the** Mission Master must truthfully tell what the result of the player's action willbe.

MIND CONTROL - Here the user is **at**tempting to take over the mind of another sentient being. For each number over 12 in MN and CH add 1. For each number less than 9 in MN and CH subtract 1. Do exactly the same thing for the person to be controlled. Subtract the subject's number from the Controller's number and reference this result on the Success Probability Table to get the number or less needed to control.

TELEPORTATION - This is the ability to transport one's body from one location to another by a means other than physical movement. The main prerequisite is that the teleporter must have been to the place he or she wished to teleport to before attempting the teleportation. It is also possible to teleport to a location that is in view but farther away; for example, teleporting from one end of a hall to the other. For each number over 12 in MN and CT add 1. For each number less than 9 in MN and CT subtract 1. Reference the result on the Success Probability Table to get the number or less needed to teleport. If the teleport does not get the number or less, then the teleporter will teleport to a location exactly opposite of where they were attempting to teleport. If this means that they end up inside of a material object, then an explosion results of the same magnitude as that of a nuclear grenade. Refer to the Ranged Weapon Table to find out the parameters of a nuclear grenade explosion.

SUCCESS PROBABILITY TABLE

SUCCESS INDEX	PROBABILITY
-6	07
-5	14
-4	21
-4	29
-2	36
-1	43
0	50
1	55
2	60
3	64
4	68
5	73
6	77
7	82
8	86
9	91
10	95
+	99

Gravity

When a character from a particular gravity field enters a different gravity field, his Strength is modified plus or minus. This modification is only effective in that particular gravity. To get the amount the character's strength is modified, subtract the gravity field of the character's origin from the g-field it is in for the scenario (every .1 g counts as 1), add the difference to the character**'8** Strength. Example: A character with a Strength of 12 comes from a 1 g field. He visits a planet where its gravity is 1.5 g's. 1 minus 1.5 equals -.5. -5 plus 12 equals 7. The character's Strength in the 1.5 g field is 7. If the character visited a .6 g asteroid his strength would be 16 (1-.6 a .4, 4 + 12 = 16). This means that a character from a 1 g field would have that much better a chance of overcoming a character from a .6 g field in Contact Combat. However, to simulate getting used to a particular field, a character's Dexterity will be reduced by the same amount the Strength is increased or decreased but will return towards normal at a rate of 1 level per game turn but will always be 1 less than normal while in that g field. Equipment and weapons will always mass the same in any g field. The only thing that will change is the character's Strength and Dexterity. Do not forget to modify the character's movement for his different Strength. Power Armor or Harness strength modifiers are not changed.

When characters enter zero gravity, as in extra vehicular activity, (EVA) , on board spacecraft without gravity, and so forth, the character's increased Strength can work against him. While huge masses are carried and very rapid movement is possible, the chance of straining or even breaking something increases greatly. Every time a character attempts to move while weightless, that character will roll 3 6-digit dice. If the number rolled is less than or equal to the character's Dexterity (non—modified), then the movement was successful. If the roll was greater than the character's Dexterity then remove 1 point from the character's Constitution. This point can be repaired as per the Recovery rules and simulates minor sprains and/or torn ligaments.

For every .5 to 1 g's greater than a character's home gravity they experience, reduce their Constitution 1 point per game turn. This simulates the greater strain on the character's vital organs and circulatory system. If the character is wearing a power harness or powered armor or other gravity counteractivity devices, then this Constitution removal need not take place.

Movement

SPACE PATROL's movement system is divided into two parts. The first part is game turn movement. Earlier we discussed how game turns last from one minute to as long as is convenient to the Game Master. If Combat turn movement was basically 5 seconds long, then one minute game turns would allow the characters to move 12 times as far during a single game turn. This is generally the case. When playing outdoor scenarios it might be more realistic to deal with hour long turns with effectively infinite numbers of combat turns. A standard human can move (at a regular pace) at a rate of around 6 kilometers per hour. Use this 6 kilometer figure to calculate the player's motion during a game turn, using the scale of the turn as the basis for the calculation.

Combat turn movement is much more rigid. For every unit of Strength over 12 add 1 to the base movement of 10 meters. For every unit of Strength under 9 subtract 1 from the base movement. Thus a character with a Strength of 14 would have a movement of 12 meters per combat turn, and a character with a Strength of 7 would have a movement of 8.

In the Equipment and Weapon Lists there is given the mass of each item of gear. After a character has been outfitted, total up the masses he or she is carrying, divide by 2, and subtract that amount from the character's movement. Thus if a character had a Strength of 16 and was carrying a mass of 4, his movement would be 12 meters. If he was carrying 6 instead of 4 the movement would be 11 meters, and so on. Mass, for game purposes, is a function of actual mass and the awkwardness of the item.

Power Harnesses and Power Armor can help a character carry more mass by increasing their effective Strength attribute by the strength of the harness.

The movement of Jet, Rocket, and Grav Belts is not altered by the mass the player is carrying. The movement listed on the Equipment table is that the belt can do during a combat game turn. Do not forget that these devices weigh the character down when they are not being used and that the jet and rocket belt devices only have a limited number of turns in which they can be used.

Contra-gravity gear effectivity is measured in how much mass they can counteract. If an Inertron Harness was rated at 6, it could negate 6 mass points. For all intents and purposes, a standard human being of 175cm height masses 20 mass points. If the man were twice as tall he would weigh 4 times as much (80 mass points). If the man were half as tall he would only mass 5. In other words, the inverse square law is applied to the mass of the character. The mass of a particular character is only important if a contra-gravity device is being used to support her or him and a character is being carried by another character. The formula for calculating the mass of a character is:

(Character's Size divided by 175) Squared, times 20 equals character's MASS

Equipment

This is a science fiction game and the characters are going to require science fiction equipment. You will notice that, unlike other types of role playing games, we did not list any prices of any gear, weapons or anything else. The reason is — we don't have any idea what these prices would be and in most cases, you characters would be equipped by their local governments. If you were in a Star Fleet Shuttlecraft and crash-landed on an alien planet, the phaser pistols are located in a roll-out drawer on the inside right wall (see the Galileo **7** episode of STAR TREK). If you are an M.I. the Federation issues you your power armor, rockets, flamers, and so forth. And if you're the Stainless Steel Rat, you steal what you need. Those players who feel that they must assign prices to various objects are welcome to do so. As a matter of fact, send us your price list of the items we have included in this set of rules. We will be more than happy to consider it for future publications. We should point out that a custom fitted powered combat suit has got to cost a little more than a pair of black pajamas and an AK-47.

The following list is far from complete and is only intended to give an idea of some of the types of equipment that might be carried. The masses are the suggested ones and sometimes two or more items might be combined into a single device with less weight than the total of the separate items. (A good example would be a Head Up Display and Starlight Goggles combined into a single helmet visor on a Lexan Helmet from the shielding section under the combat rules.

EQUIPMENT LIST

ITEM	MASS	INITIATION MODIFIER	NOTES
INFRARED GOGGLES	.1	—	
STAR LIGHT GOGGLES	.1	—	
COMMUNICATORS	.1	—	
EMERGENCY RATIONS	.2	—	
PORTABLE POWER PACKS	.2	—	
RADAR GEAR	.5	—	
TRACER GEAR	.4	—	
RADIATION SENSOR	.2	—	
ALUMINUM PACK AND FRAME	.5	-1	
MYLAR SPACE BLANKET	.1	—	
PRESSURE TENT	1.5	-1	
MEDI-KIT	.4		CAN REPAIR 2 POINTS OF CT/TURN
RECORDERS	.3	—	
BELL ROCKET BELT	4.0	-3	MOVE 25 FOR 4 TURNS BEFORE EMPTY
BELL JET BELT	4.0	-3	MOVE 25 FOR 60 TURNS
GRAV BELT	2.0	-1	MOVE 30
INERTRON HARNESS	—		CAN NEGATE (1-20) MASS
CONTRAGRAVITY PLATFORM	—	—	CAN NEGATE (1-100) MASS
POWER HARNESS EXO-SKELETON	—	—	INTRINSIC STRENGTH OF 10
TRICORDER (VARIOUS TYPES)	.1	—	
HEAD UP DISPLAY (H.U.D.)	.1	—	
LIFE SUPPORT UNIT (L.S.U.)	2.0	-2	PROVIDES SUPPORT FOR 4 HOURS
GAS MASK	.2	—	
FILTER MASK	.2	—	
50 METERS OF LINE	1.0	-1	
HAND CALCULATOR/COMPUTER	.1	—	
BIC LIGHTER	.1	—	
SUNGLASSES	.1	—	
EQUIPMENT BELT	.3	—	
CHRONOMETER	.1	—	
INERTIAL COMPASS	.4	—	
BINOCULARS	.2	—	
PENCIL FLARE PROJECTOR	.1	—	
PSIONIC AMPLIFIER	.8		INCREASE PSIONIC PROBABILITY OF SUCCESS BY 30%
MAGAZINES FOR AUTOMATIC WEAPONS	.1	—	10 ROUND TYPE
MAGAZINES FOR AUTOMATIC WEAPONS	.2	—	20 ROUND TYPE
RECHARGE POWER PACKS FOR ENERGY FIRING WEAPONS	.1	—	

Following is a short glossary of some of the more exotic pieces of gear that we have listed above.

INFRARED GOGGLES - These 'night glasses' so by infrared radiation. On the more simple versions there has to be an infrared projector or flashlight to provide the 'illumination', but on the more sophisticated versions things can be seen by the amount of heat they give off. For example, a Main Battle Tank's diesel engine stands out like a bright flare when using infrared goggles and man's body can be easily seen by the heat it gives off. On some of the more sensitive versions, you can even tell where a body has been by the residual heat it left.

STAR LIGHT GOGGLES - These devices enhance available light, such as a match or starlight so that it is as if the relatively feeble source of light illuminates like day. However, the weaker the source of light, the grainier and less distinct the image.

PRESSURE TENT - This handy item comes into play when it's time to take a break on that airless moon you're trudging across. The prototype of this item is found in Paul Anderson's CIRCUS OF HELLS.

MEDI-KIT - This is a very important item for those players who are planning physical mayhem. The prototype is a device which is strapped to one's wrist or waist. The device constantly monitors the well-being of the wearer and when something goes radically wrong, the medi-kit gives the proper injections. The device also displays the current physical status of the wearer on little screens built into its exterior. Obviously, it would be very dangerous to give one of these things to an alien with a possibly different metabolism and have the medi-kit 'cure' him.

BELL ROCKET / JET BELT - These 20th century back-pack mounted devices are in current everyday use. The TV watcher can remember them from LOST IN SPACE and ARK II. James Bond (007) says no well-dressed man should be without one. The facts are that the modern day rocket or jet belt is too limited a device for practical use. The rocket-powered version operates off of hydrogen peroxide jets which have only fuel for 20 seconds of flight. The turbo-jet powered version has a much longer duration but you wouldn't want to use it for downtown commuting. Besides, in operation they can be heard for miles by their banshee scream.

GRAV-BELT - This device is taken from Poul Anderson's novel PEOPLE OF THE KIND. It uses a gravity drive to propel a wearer from the ground rather then the brute force of a rocket or jet. It should be pointed out that this is not an anti-gravity device, it just uses gravitational force for propulsion.

INERTRON HARNESS - This is the original Buck Rogers belt. Essential consisting of a fabric harness holding the fabulous substance 'Inertron' which has negative weight. The wearer of the harness would use enough inertron to counteract most of his body weight and then the forces of his muscles would be able to allow him fantastic leaps, as if the wearer were on the moon. Anthony (Buck) Rogers later developed a version with a very small rocket motor that could be used to propel the wearer through the air.

CONTRAGRAVITY PLATFORM - This device comes from the pages of H. Beam Piper's novel THE SPACE VIKING. Not thoroughly described, various forms of contragravity would be used for the transportation of cargo and also for personal fliers or combat mounts referred to (originally enough) as Combat Contragravity. The type we are concerned with here are the light cargo transports that a single man would tow behind him.

POWER HARNESS EXO-SKELETON - The parents of this device are being tested even today. The versions from fiction that are the models of the type in this game are the exoskeletons worn by Colonel Kinsman and Senior La Cruze, both from the Moon (see Ben Bova's MILLENIUM and Fritz Lieber's A SPECTRE IS HAUNTING TEXAS).

TRICORDER - These very handy devices record, analyze, compute, warn, display, connect, and sense all sorts of phenomena. Refer to Bjo Trimble's STAR TREK CONCORDANCE and Franz Joseph's STAR FLEET TECHNICAL MANUAL for further information.

HEAD UP DISPLAY - This is a visor device which projects, holographically, an orange target reticle for the wearer. The reticle always moves to show where the wearer's weapon is pointed. The weapon has to be connected to the HUD for the device to operate properly.

HAND CALCULATOR/COMPUTER - This device ranges from the rather primitive Texas Instruments jobs we use today to the radio-linked, viewscreen equipped recorder/question and answer devices used in Jerry Pournelle and Larry Niven's MOTE IN GOD'S EYE.

INERTIAL COMPASS - This device, when properly operated can be set on an object, such as a city, and then no matter when you carry it, the inertial compass will always tell you where the object lies. (See Heinlein's PODKAYNE OF MARS.)

PSIONIC AMPLIFIER - This is a helmet which, when worn by a psi sensitive individual, will augment or supplement their powers. A very useful piece of equipment.

Learning

Throughout a particular game, the players will probably be forced to attempt to understand some type of equipment or process alien to them. While some situations will call for special circumstances to be determined by the Mission Master, others can be taken cere of in a more simple manner.

Since the character's Mentality is what determines how well his thinking processes are operating, Mentality is the key to learning. Period is the next important part. The later the period of the character, the more apt he or she is to be able to learn about something. After all, you couldn't expect a caveman to be able to operate a car or to even know what the funny locking boulders are. The last part of the learning process involves the period of the object or thing. As we stated above, a caveman would have a herd time understanding a car but a man of 1970 might not have so hard a time understanding something from 20 years in the future.

Using the PERIOD TABLE shown in the character creation section and in the Scenario Generator, reference the period of the character who is attempting to learn it. The result is located on the SUCCESS PROBABILITY table (found in the chapter of Psionics); to get the number or less to be rolled to understand the thing.

Remember that the probability of success should be modified appropriately by the judge for different circumstances. To give a relatively dimple example, a soldier of the Atomic Age would have an easier time understanding a weapon of the FTL period than would an accountant of the same period.

SAVING ROLLS

Occasionally a character will encounter something which only luck would enable him to avoid. Examples might be the possibility of falling through an unseen trap door or entering a room and seeing or not seeing a hypnotic screen before it's too late. Saving rolls would be made to see if the character escaped.

The basic saving roll works like this: Roll three dice. If the number rolled is equal to or less than the character's Luck, then the character has evaded the problem successfully. This roll is modified by the appropriate attribute, which would affect the outcome. For example, if a character had a Luck of 9 but a Dexterity of 16, he would only have to roll a 13 or less to evade falling through the trapdoor, because he would subtract 1 for each number over 12 in Dexterity. Likewise, if his dexterity was less than 9, 1 would be added to the roll for each number less than 9. You would modify the saving roll according to the situation. Dexterity would modify a saving roll involving movement, Mentality would modify a roll involving wits, and so on. It is up to the judge to determine the appropriateness of a modifier.

Contact

When members of alien races meet, their attitude and bearing will have a significant effect on the outcome of the meeting. Aside from the problems of language and general appearance, if an alien is hostile the characters who meet him are probably in for trouble.

Back in the section on Creature Creation we had a table listing the various attitudes an animal might take. Here we will list a similar table for aliens.

ALIEN ATTITUDE TABLE

DICE	ATTITUDE	EFFECT
01-15	XENOPHOBIC	WILL ATTACK IMMEDIATELY, AND WILL PURSUE
16-30	HOSTILE	WILL ATTACK ON A ROLL OF 75 OR LESS, 76+ WILL RUN
31-50	NEUTRAL/HOSTILE	WILL ATTACK ON A ROLL OF 50 OR LESS, 51+ WILL RUN
51-65	NEUTRAL/APATHETIC	WILL TALK 90 OR LESS, 91 + WILL RUN
66-80	NEUTRAL/FRIENDLY	WILL ATTACK IF ATTACKED BUT WILL ALWAYS TALK
81-90	FRIENDLY	WILL ATTACK IF ATTACKED BUT ALWAYS WANTS TO HELP
90-00	BENEVOLENT	WILL NEVER ATTACK BUT WILL ALWAYS WANT TO HELP

Some of the factors that will change the effects listed above are language difficulties, is it a creature or an alien, what actions were the players performing when they contacted the alien, and so forth. It is up to the Game Master to determine how these factors will effect the first contact between these alien people.

Recovery

When a character is injured the damage is taken in points removed from his or her Constitution. And for every three points of Constitution lost, the character's Dexterity suffers the loss of 1 point. In addition to all this, if a single blow destroys over half of the character's remaining Constitution, that character passes out from shock, blood loss, and so on.

How fast a character recovers from non-fatal damage depends largely upon where the wound was received, how severe it was, and what steps are taken to prevent further loss of Constitution. How badly the damage effects the character is based on the number of damage points taken and the type of weapon used. A variable sword will cut through anything and if it hits a player on the arm, it would probably cut it right off. This factor of how the damage effects the character is left largely up to the judge. Don't forget that a character could be hit and not suffer enough damage to kill but still bleed to death if unconscious.

A rather insidious form of damage is that taken from radiation. With the exception of extreme radiation (like near an unshielded reactor core), the player without a radiation detector is not going to know he has taken a dose, perhaps even a fatal one, until days later. This type of damage must be kept track of by the Mission Master who will inform the player of his problem after the scenario is over.

Some rather futuristic forma of medical aid have been described in various science fiction books. Larry Niven's universe has auto-docs which are used instead of flesh and blood doctors. Andre Norton's time trader series gave the aliens a bath of jelly which repaired wounds quite handily. The medi-kit mentioned in the section on equipment, automatically gives the proper injections and treatment. And, of course, there is Dr. McCoy with his Medical Tricorder, protoplaser, medical analyzer, sterilite, diagnostic beds, cryo-surgery and so forth. The STAR TREK CONCORDANCE by Bjo Trimble has quite a number of entries under the heading of medical terminology.

Recovery rates should be measured in Constitution units repaired per game turn. The medi-kit in the Equipment Chapter can repair 2 points of Constitution per game turn. Other types of equipment may be able to repair at a faster rate, some much slower. Repairs requiring radical surgery, such as organ replacement, internal hemorrhage, and so on, will require at least days for recovery to take place, with the possible result of permanent impairment. It is within the realm of possibility that a character will have clones made so that even the brain could be transplanted in case of massive body damage, and of course, prosthetic and cyborg replacements are always possible.

Some very special types of people are capable of a particular form of empathy (see Psionics; that will allow the empath to remove another's damage up to the point of death. Only about 1% of all empaths could have this capability. The drawback to this system is that the empath then has the damage but they car recover at a much faster rate.

Playing a Scenario

When all the players have established their character's abilities and equipment, and the Game Master has prepared all of his or her maps and encounters, the game can begin. Here we will establish several guidelines that should be followed for an enjoyable game.

The first problem is maps. An orbitting spacecraft can make intricately detailed maps that a landing party would most assuredly use, so how to present this in the game without compromising the Mission Master's Scenario? One way is to make the landing area maps rather general in nature. Probably wide scan photography, they wouldn't be able to see into houses, forests, or caverns, so the Mission Master can provide the players with rather simple maps of the countryside and keep the details to himself. Unlike medieval period games of this type, the characters will usually know which way **is** North, and quite often they will be carrying recording gear or pathfinder equipment which makes the job even easier. However, the Mission Master's job is to throw a few monkey wrenches into the works. Equipment can break down, have its readings distorted by nearby magnetic ore, have a local inhabitant relieve the travellers of their equipment, and so forth. A simple loss of power will make most technic devices useless. As for boarding alien spacecraft, the players might be familiar with the particular type and then again they may not. Elevators and turbo-lifts are good ways of screwing up a player's sense of direction, random transporters work wonders, and as for

landing party scenarios, hostile crewmen could always relieve the party of their gear. While players should be allowed to keep records and make maps, it should be emphasized that most people forget details when going from one place to another. Travelling becomes the art of remembering landmarks and should also be emphasized that making a map as you go will almost always result in distortion (unless, of course, you are carrying surveying equipment and spend two hours on each area you wish to map).

Another problem lies in the area of encounters. The Game Master may have his maps laid out and inhabited but there should be the ability to show random meetings of people, creatures, and objects. The Scenario Generator has a typical encounter table but the good Mission Master will want to make up his or her own to fit the particular circumstances. For example, in a forest, you are more likely to encounter creatures than you are to encounter aliens and objects, while in a city you would hardly ever encounter ravenous creatures. The best way to do this is to slide the probability of encountering various things around so that they fit the different circumstances of each scenario.

Another typical problem that we have encountered time and again in other role-playing games is that of too much. Too many creatures of too many types, too much 'treasure' and advantages to gain from encounters, and not very many reasons for why you have to fight every creature you ever encounter. It is recommended that the Game Master limit himself to no more than 20 planned creatures, aliens, and objects, per area, deck, or what have you, and to regularly use the random encounter table.

Combat

While it is usual for a role-playing game to emphasize killing, we have found that the most enjoyable games are those involving subtlety in the danger and a problem to solve. Be that as it may, while most of the game may be handled by the Mission Master's sense of balance and imagination, the combat system of the game should be fixed. In this system, we have tried to reflect reality based upon those weapon systems that we have either tried or studied. The worm enters when dealing with weapona of a purely fictional nature. Authors are fond, especially in the "Golden Age of SF", of having their hero invent or find some sort of basically magical invincible ray gun. In addition to being unbelievable, it is also unplayable. If the character can remove any danger merely by fiat, then it is impossible for the character to experience danger and therefore, adventure. Thus, in this combat system, we have tried to make some sort of judgment decisions with powerful weapons in order to make them playable.

The combat systems in SPACE PATROL are designed to reflect the killing potential of such diverse weapons as rocks and atomic blasters. The basic premise is that all weapons are designed to kill or incapacitate and the only difference is in the speed, range, and efficiency of the weapon. In other words, a rock striking the back of your head will kill you just as dead as a round from an M-16 but the M-16 will do it faster and from farther away and do it to your buddy standing next to you at the same time.

A. A combat game turn simulates a time period of up to 5 seconds. During this time your character can attack or move, or attack and move. To determine who does what to whom and in what order, a 6-digit die is rolled for each participating character. The highest number rolled indicates the character who performed his or her function first and the rest of the characters do their thing in the descending order rolled. If the same number is rolled for two or more characters they perform their actions at the same time and the results of their actions are taken after all of them have acted. This INITIATION roll is modified by the character's Dexterity, by the type of gear being carried, and by the actions the character is attempting to perform. To modify the Initiation Roll perform the following steps:

1. For each number above 12 in Dexterity add 1 to the roll. For each number below 9 subtract 1 from the roll.

2. If firing a ranged weapon subtract the Initiation Modifier of the particular weapon from the roll.

3. If performing contact combat subtract the Initiation modifier of the particular contact weapon and the Initiation modifiers of any equipment the character is carrying which would interfere with the combat, such as packs, shields, and other bulky objects. If your character charges an opponent for contact combat, add 3 to the roll. If your character has to draw his or her weapon, subtract 2 from the roll.

4. If attempting to move, subtract the Initiation Modifiers *of* any bulky gear or objects the character is carrying that could conceivably interfere with the move.

B. MOVEMENT:

Movement in a combat turn is used to close with the enemy, go to cover, run away, or attempt to get to a vulnerable location on your enemy (flanking). The movement of your character was determined in the rules section covering character creation and this number is the distance in meters that your character can move in a single combat turn. You may fire a ranged weapon while moving, but it will considerably hinder the accuracy of the weapon. You can also be fired at while moving and the amount your character moves is what determines the amount the firer's accuracy is affected. If your character's Initiation Roll indicates that you will be able to move before you are fired at then the firer's accuracy is affected. But if the firer's Initiation Roll was higher than your character's, then he does not have to modify his fire for your movement.

C. CONTACT COMBAT:

Contact Combat can occur any time two or more characters get close enough for their contact weapons deployment range to reach the other characters or within one meter, whichever is closer. Each combat consists of the attacker rolling a single 6-digit die for himself and the weapon combat dice, if he is carrying one, and subtracting the defender's defense roll on a 6-digit die. The difference between the two is the amount of damage inflicted and the defender's shielding, if any, can reduce the amount of damage the defender takes.

Following is the procedure to be followed in resolving Contact Combat:

1. Roll one 6-digit die for the character or as many 6-digit dice as called for by the particular weapon used. Add these numbers together.

2. For each number over 12 in the character's Strength and Dexterity add 1 to the number rolled. For every number less than 9 in Strength and Dexterity subtract 1 from the number rolled.

3. If a creature is making the attack, roll as many 6-digit dice as are called for by that particular creature and add 1 for each number over 12 in the creature's capability number and subtract 1 for each number less than 9.

4. The defender rolls a single 6-digit die and adds 1 for each number greater than 12 in Luck or subtracts 1 for each number less than 9. This is the defender's Defense Roll. The defender also adds any additional amount indicated as a defense modifier, if appropriate.

5. Subtract the total Defense Roll from the total Attack Roll. The difference between the two is the amount of damage taken by the defender's Constitution. If a negative number is indicated no damage was done.

6. Subtract the shield rating of any shielding material carried by the defender for the damage amount. If the shielding material's rating was exceeded by the damage, reduce the shielding material's rating by the amount it was exceeded.

7. For each 3 points taken from the character's Constitution, reduce the character's Dexterity by 1 point. If the defender is a creature, only reduce its Capability Number by the damage it takes.

8. If a character loses more than half of his or her Constitution in a single attack, that character passes out from shock. Creatures never pass out in this manner.

The following is an example of Contact Combat:

CPT Glitz of the Solar Guard is attacking the merciless Mung with his Saber (of course he won't use his blaster, that wouldn't be sporting). Glitz has Strength of 14, Dexterity of 13, and Luck of 7. His saber is a 3 dice weapon and is a minus 4 to Glitz'*a* Initiation Roll. Mung has Strength of 10, Dexterity of 15, Luck of 13, and Constitution of 8. Mung is carrying **a** Vibro-blade, which is a 3 dice weapon and is a minus 1 to Mung's Initiation Roll. In addition, Mung is using a Buckler Shield, which has protection of 4 and an Initiation modifier of 2.

CPT Glitz rolls a 5 for his Initiation Roll, which becomes a 6 because of his Dexterity and is reduced to a 2 because of the saber's modifier. Mung rolls a 1 which becomes a 4 due to his Dexterity and is reduced to a 3 because of the Vibro-blade**'s** initiation modifier, and is further reduced to a 1 because of the buckler's initiation modifier. Glitz attacks Mung first because Glitz's initiation roll was higher. Glitz rolls 3 dice for his saber, and gets 15. He adds 2 to this for his Strength and 1 for his Dexterity to get an attack roll of 18. Mung rolls 1 die and adds 1 to the number rolled (for his Luck) to get a defense roll of 3. 3 subtracted from 18 is 15 damage to Mung. Mung's buckler absorbs 4 points of this damage which reduces the attack to 11. Unfortunately Mung only has a Constitution of 8 and Glitz rids the Solar System of another evil menace.

SPACE PATROL

"TABLES"

(Gently pry up the staples at the center of the manual and pull the tables straight out. Then bend the staples back down to preserve the book.)

SHIELDING

TYPE	MASS	INITIATION MODIFIER	SHIELDING RATING	NOTES
		—		
LEATHER	1.0		1	
LACQUERED LEATHER	1.5	-1	3	
SYNTHILEATHER BATTLEDRESS	1.0	—	2	
CHAIN MAIL ARMOR	2.0	-2	5	
SCALE MAIL ARMOR	3.0	-3	6	
PLATE ARMOR	4.0	-4	7	
STEEL CUIRASSE	1.0	-1	7	Only protects upper body.
NYLON VEST	1.2	-1	8	Only protects upper body.
NEMOURLON BODY ARMOR	1.0	-1	9	Only protects body.
SKIN SUIT	2.0	-1	3	Space suit.
PRESSURE SUIT	3.0	-4	4	Space suit.
HARD SUIT (FIBERGLASS)	4.0	-5	7	Space suit.
POWERED ARMOR	—	—	14	+20 to Strength.
HEAVY POWERED ARMOR	—	—	20	+25 to Strength.
WARBOT	—	—	16	This is really a vehicle with a movement of 15.
LASER DEFLECTORS	.4	-1	5	For energy weapons only.
ABLATIVE COVERALLS	1.5	-1	3	For energy weapons only.
DISTORTER SHIELD	1.0	-2	6	For energy weapons only.
CAMOUFLAGE COVERALLS	.3	—	2	-3 to Medium 4 Long fire.
ENERGY SHIELD	3.0	—	15	For energy weapons only, hand carried.
KINETIC SHIELD	2.0	—	15	For projectile weapons only, belt carried.
BUCKLER SHIELD	1.5	-2	4	
KITE or HEATER SHIELD	2.0	-3	5	
SMOKE GRENADES	.3	—	4	For energy weapons only, -2 to ranged fire.
LEATHER HELMET	.2	—	1	
FIBERGLASS HELMET	.4	—	4	
LEXAN HELMET	.6	—	6	
METAL HELMET	.8	—	4	
INTEGUMENTS				
CHITIN	—	—	1-4	Roll for particular shielding rating using the indicated range of numbers in polyhedra dice
BONE PLATE	—	—	1-6	
SCALES	—	—	1-4	
THICK HIDE	—	—	1-2	

DOORS, WALLS, AND BUILDINGS

MATERIAL	SHIELD RATING	NOTES
STRAW	1	ENERGY WEAPONS WILL IGNITE
ADOBE	4/10cm	
LOGS	10/LOG	ENERGY WEAPONS WILL IGNITE
WOOD	3/1cm	ENERGY WEAPONS WILL IGNITE
GLASS	4/1cm	LASERS WILL PENETRATE IF OF THE PROPER FREQUENCY.
PLASTIC	5/1cm	LASERS WILL PENETRATE IF OF THE PROPER FREQUENCY.
BRICK	10/BRICK	
CONCRETE	12/10cm	
ALUMINUM	8/1cm	
STEEL	15/1cm	
TITANIUM	18/1cm	
DURASTEEL	20/1cm	
TRITITANIUM	25/1cm	
RHODINIUM	28/1cm	
DENSITY STEEL	40/1cm	
NEUTRONIUM	100/1cm	

1. SUNGUN, SLAVER DISINTEGRATOR, and NUCLEAR GRENADE will penetrate anything but neutronium.
2. The hit points for SUNCUN and DISINTEGRATOR are subtracted from the material's rating to get the reduced rating.

SCENARIO GENERATOR

(1) LANDING ZONE TABLES

A. TERRAIN		B. SOIL & MOISTURE		C. CLIMATE		D. CURRENT WEATHER		E. GRAVITY	
00 - 20	FLAT	00 - 20	GRASS or TUNDRA	00 - 20	ARCTIC	00 - 30	CLEAR AND CALM	00 - 04	.7
21 - 60	HILLS & ROCKS	21 - 40	FOREST	21 - 60	TEMPERATE	31 - 60	CLEAR AND WINDY	05 - 14	.8
61 - 99	MOUNTAINOUS	41 - 60	DESERT	61 - 99	TROPICAL	61 - 70	CLOUDY AND CALM	15 - 29	.9
		61 - 99	OCEANIC			71 - 80	CLOUDY AND WINDY	30 - 79	1.0
						81 - 90	FOGGY	80 - 89	1.1
						91 - 99	STORMY	90 - 94	1.2
								95 - 99	1.3

(2) ENCOUNTER TABLES

A. ENCOUNTER TABLE		B. SURPRISE TABLE	
00 - 19	NOTHING	01 - 70	NOT SURPRISED
20 - 39	ALIEN - GO TO SECTION (3)	71 - 00	SURPRISED
40 - 64	CREATURE - GO TO SECTION (3)		
65 - 84	ARTIFACT - GO TO SECTION (4)		
85 - 99	RESOURCE - GO TO SECTION (5)		

(3) ATTRIBUTES TABLES

A. GENERAL TYPE

ALIEN	CREATURE	TYPE
01 - 05	01 - 14	MOLLUSK* (always has 2-12 tentacles)
06 - 07	15 - 28	PLANT* (always has 1-100 tentacles)
08 - 35	29 - 42	ARTHROPOD
36 - 40	43 - 57	AMPHIBIAN
41 - 65	58 - 71	REPTILE
66 - 95	72 - 85	MAMMAL
96 - 99	86 - 99	AVIAN
00	00	EXOTIC

*DO NOT ROLL FOR GENERAL SHAPE

EXOTIC

	-------->	MECHANICAL
01 - 05	01 - 50	POLYMORPH
06 - 40	51 - 80	CRYSTALLINE
41 - 70	81 - 95	GASEOUS*
71 - 90	96 - 00	ENERGY*
91 - 00		

B. GENERAL SHAPE

01 - 05	MONOPED
06 - 45	BIPED
46 - 50	TRIPED
51 - 70	QUADRUPED
71 - 85	HEXAPOD
86 - 90	OCTOPED
91	FUNCTIONAL WINGS
92 - 95	NON-FUNCTIONAL WINGS
96 - 99	TENTACLES
00	WHEELS

C. SEX (IF APPLICABLE)

01 - 45	MALE
46 - 90	FEMALE
91 - 94	HERMAPHRODITE
95 - 97	NEUTER
98 - 00	EXOTIC

(3) ATTRIBUTES TABLE (cond't)

D. METABOLISM (ALIENS ONLY)

DICE	DX MODIFIER
01 - 02	-6
03 - 07	-4
08 - 17	-2
18 - 32	-1
33 - 67	0
68 - 82	+1
83 - 92	+2
93 - 97	+4
98 - 00	+6

E. SIZE (IN CENTIMETERS)

01 - 02	50	61 - 80	225
03 - 05	75	81 - 85	250
06 - 10	100	86 - 90	275
11 - 15	125	91 - 95	300
16 - 20	150	96 - 98	325
21 - 40	175	99 - 00	350
41 - 60	200		

F. SPECIAL CAPABILITIES (ALIENS ONLY)

01 - 80	NONE
81 - 85	PSIONIC (SEE TABLE G)
86 - 87	ABILITY TO SENSE LIFE AURA
88 - 90	INCREASED HEARING CAPABILITY
91	INCREASED TOUCH SENSITIVITY
92	INCREASED SMELL CAPABILITY
93	INCREASED TASTE SENSITIVITY
95 - 95	ABILITY TO SEE IN INFRARED
96	TELESCOPIC VISION
97	ABILITY TO SEE IN ULTRAVIOLET
98 - 00	CYBORG REPLACEMENT (SEE TABLE H)

G. PSIONICS (ALIENS ONLY)

01 - 30	EMPATHY
31 - 60	TELEPATHY
61 - 80	TELEKINESIS
81 - 90	CLAIRVOYANCE
91 - 95	PRECOGNITION
96 - 98	MIND CONTROL
99 - 00	TELEPORTATION

For the definition of these powers, refer to the chapter on Psionics.

H. CYBORG REPLACEMENT (ALIENS ONLY)

DICE	REPLACEMENT	MODIFIERS ST	DX	CT
	LIMBS			
01 - 06	LEGS	1-10	—	—
07 - 12	ARMS	1-8	1-6	—
	STRUCTURE	—	—	
13 - 20	JOINTS		1-4	—
21 - 35	LEGS	—	—	1-4
36 - 52	ARMS	—	—	1-4
53 - 67	SPINE	1-4	—	1-4
	SENSORY			
68 - 72	COMPUTER TERMINAL	—	—	—
73 - 74	INFRARED SIGHT	—	—	—
75 - 77	TELESCOPIC SIGHT	—	—	—
78	ULTRAVIOLET SIGHT	—	—	—
79 - 83	IMPROVED HEARING	—	—	—
84 - 98	VITAL ORGANS	—	—	1-4
99 - 00	IMPLANTED WEAPONS*	—	—	—

*Refer to the chapter on Combat for types.

I. TRAINING (ALIENS ONLY)

DICE	CLASS	MODIFIER
01 - 30	SOLDIER	ST(1-4)DX(1-4)CT(1-4)
31 - 40	SCIENTIST	MN(1-4)
41 - 60	TRADER	CH(1-4)LK(1-4)
61 - 75	CRAFTSMAN	DX(1-4)
76 - 00	GENERAL	

J. PERIOD (ALIENS ONLY)

01 - 02	1 STONE AGE
03 - 05	2 BRONZE AGE
06 - 10	3 IRON AGE
11 - 15	4 RENAISSANCE
16 - 20	5 PRE-INDUSTRIAL
21 - 25	6 INDUSTRIAL
26 - 35	7 ATOMIC
36 - 49	8 SPACE FLIGHT
50 - 79	9 FASTER THAN LIGHT
80 - 98	10 - 11 INTRA-GALACTIC
99	12 - 13 INTER-GALACTIC
00	15 - 18 EXTRA-DIMENSIONAL

(3) ATTRIBUTES TABLE (cond't.)

K. SPECIAL WEAPONS & CAPABILITIES (CREATURES ONLY)

Roll a 1-4 die to determine number of rolls made on this table.

DICE	CAPABILITY	MODIFIERS
01 - 20	NONE	
21 - 35	1-6 X LARGER	1-4 TIMES CAPABILITY DICE
36 - 50	1-6 X SMALLER	1-2 LESS CAPABILITY DICE
51 - 60	FANGS	1-2 EXTRA COMBAT DICE
61 - 70	TALONS	1-3 EXTRA COMBAT DICE
71 - 80	POISON	1-6 ADDED TO COMBAT ROLL
81 - 90	SPIKES & CLUBS	1-8 ADDED TO COMBAT ROLL
91 - 00	SPECIAL	

SPECIAL	
01 - 20	SHAPE CHANGER: ROLL FOR NEW SHAPE
21 - 40	ILLUSION CASTING
41 - 60	FIRE BREATHING; 1-4 EXTRA C0MBAT DICE
61 - 80	MIND CONTROL
81 - 00	ENERGY MANIPULAT0R; 1-4 DICE FOR ABILITY

L. GRAVITY OF HOME WORLD (IF APPLICABLE)

01	.1	85 - 86	1.6
02	.2	87	1.7
03	.3	88	1.8
04	.4	89	1.9
05	.5	90	2.0
06 - 07	.6	91	2.1
08 - 10	.7	92	2.2
11 - 15	.8	93	2.3
16 - 20	.9	94	2.4
21 - 60	1.0	95	2.5
61 - 70	1.1	96	2.6
71 - 75	1.2	97	2.7
76 - 79	1.3	98	2.8
80 - 82	1.4	99	2.9
83 - 84	1.5	00	3.0

M. ATTITUDE TABLE (ALIENS & CREATURES)

CREATURES	ALIENS	ATTITUDE
01 - 20	01 - 15	XENOPHOBIC - WILL ATTACK IMMEDIATELY, AND WILL PURSUE
21 - 40	16 - 30	HOSTILE - WILL ATTACK 75 OR LESS, 76+ WILL RUN
41 - 60	31 - 50	NEUTRAL/HOSTILE - WILL ATTACK 50 OR LESS, 51+ WILL RUN
61 - 80	51 - 65	NEUTRAL/APATHETIC - WILL ATTACK 10 OR LESS, 11-50 WILL RUN, 51+ WILL TALK
81 - 00	66 - 80	NEUTRAL/FRIENDLY - WILL ATTACK IF ATTACKED, BUT WILL ALWAYS TALK
	81 - 90	FRIENDLY - WILL NEGOTIATE, BUT WILL ATTACK IF ATTACKED
	91 - 00	BENEVOLENT - WILL HELP, AND WILL NEVER ATTACK

N. EXTRA - CREATURES & ALIENS

01 - 35	IS WITH - GO TO SECTION (2)
36 - 00	IS ALONE - GO TO NEXT TURN

(4) ARTIFACTS TABLES (PERIOD AND PARTICULAR TYPE ARE UP TO THE GAME MASTER)

00 - 19	WEAPON OR DEFENSE - GO TO A & B
20 - 49	TOOL - GO TO C
50 - 59	ABSTRACT OBJECT - GO TO D
60 - 99	MUNDANE OBJECT - GO TO E

A. WEAPON

00 - 49	RANGED WEAPON
50 - 99	CONTACT WEAPON

(See Weapons Tables)

B. DEFENSE

00 - 39	WORN
40 - 79	CARRIED
80 - 99	STATIC

(See Shielding Table)

C TOOL

01 - 20 LEVER	FROM STICK TO CONTRAGRAVITY
21 - 40 CUTTER	FROM BONE SAW TO LASER-DRILL
41 - 50 GRIPPER	FROM FORCEPS TO PLENCH
51 - 60 COMMUNICATOR	FROM SIGNAL FIRE TO RADIO
61 - 75 CALCULATOR	FROM ABACUS TO COMPUTER
76 - 00 RECORDER	FROM KNOTS IN STRING TO MNEMONIC CUBES

D. ABSTRACT OBJECT

01 - 20	RELIGIOUS PARAPHERNALIA
21 - 40	PAINTING
41 - 60	STATUARY
61 - 80	DECOR
81 - 00	NEW ART FORM

E. MUNDANE OBJECTS

01 - 20	STORAGE - GO TO SECTION (2)
21 - 40	CLOTHING
41 - 60	FURNITURE
61 - 80	TRANSPORTATION
81 - 90	TOY - REPRESENTING - GO TO SECTION (2)
91 - 00	PERSONAL APPLIANCE (GLASSES, TOOTHBRUSH. COMB, ETC.)

(5) RESOURCES TABLES

A.

00 - 19	WATER
20 - 39	FOOD - GO TO B
40 - 59	DRUGS - GO TO C & D
60 - 79	RARE GEMS - GO TO E & G
80 - 99	RARE METALS - GO TO F & G

B. FOOD

EDIBLE		NON-EDIBLE	
01 - 15	SYNTHETIC	51 - 70	ALIEN PROTEINS
16 - 35	VEGETABLE	71 - 85	TOXIC SUBSTANCE
36 - 50	ANIMAL	86 - 00	INERT SUBSTANCE

C. DRUGS

01 - 20	STIMULANT
21 - 40	DEPRESSANT
41 - 60	EUPHORIC
61 - 80	HALLUCINOGEN
81 - 00	ANALGESIC

D. DRUG REACTION

01 - 14	ALLERGIC
15 - 24	OVERDOSE/PASS OUT
25 - 35	ADDICTION
36 - 50	DEATH
51 - 00	CORRECT REACTION

E. RARE GEMS

00 - 09	OPAL	80 - 89	AMBER
10 - 19	JADE	90 - 94	FIAME GEN
20 - 29	TURQUOISE	95 - 99	DYLITHIUM
30 - 39	SAPPHIRE		
40 - 49	RUBY		
50 - 59	EMERALD		
60 - 69	TOPAZ		
70 - 79	DIAMOND		

F. RARE METALS

01 - 09	COPPER	80 - 89	RADIUM
10 - 19	SILVER	90 - 99	UNKNOWN
20 - 29	GOLD		
30 - 39	PLATINUM		
40 - 49	URANIUM		
50 - 59	PLUTONIUM		
60 - 69	IRIDIUM		
70 - 79	THORIUM		

G. METAL AND GEM VALUE

1. Roll 1-6 for mass of metal
2. Roll 1-12 for number of gems
3. Roll percentile dice and multiply by number or mass to get the value in kilo-credits

RANGED WEAPONS TABLE

WEAPON	MASS	INITIATION MODIFIER	TARGETS PER TURN	ROUNDS CARRIED	RELOAD TURNS	RANGE/DICE SHORT	MEDIUM	LONG
ROCK or GRENADE	.2	-1	1	1-6	1	5/5	10/2	20/1
SLING*	.1	-2	1	1-12	1	10/2	25/2	50/1
SHURIKEN*	.1	-1	1	1-10	1	10/2	15/2	25/1
ATAL-ATAL	.1	-3	1	2	1	10/3	20/3	40/2
SPEAR	1.0	-3	1	1	-	10/3	15/2	25/2
PILA	1.0	-3	1	2	1	6/4	10/2	15/2
DAGGER*	.3	-1	1	-	-	10/3	15/2	20/1
HAND AXE (FRANKISH)	.3	-2	1	-	-	10/3	25/2	35/2
SHORT BOW*	1.0	-2	1	20	1	15/3	25/2	50/2
LONG BOW*+"	1.3	-3	1	20	1	20/3	40/3	70/2
COMPOSITE BOW*+"	1.0	-2	1	2-	1	15/3	30/3	50/3
LIGHT CROSSBOW+	1.0	-2	1	2-	1	30/3	60/2	100/1
HEAVY CROSSBOW+	1.5	-3	1	20	3	30/4	60/3	100/2
FLINTLOCK PISTOL	1.0	-2	1	10	2	10/3	20/3	30/2
FLINTLOCK RIFLE+	1.5	-3	1	20	6	30/3	60/3	90/2
CAP & BALL PISTOL	1.0	-2	2	6/20	-/8	30/3	50/2	75/2
CAP & BALL RIFLE	1.6	-3	1	20	6	50/3	75/3	125/2
REVOLVER	.5	-2	2	6/18#	-/3	30/3	50/2	75/2
MAGNUM REVOLVER	.7	-2	2	6/18#	-/3	30/4	50/2	75/2
AUTOMATIC PISTOL	.6	-2	2	9/18#	-/1/4	30/3	50/2	75/2
LEVER-ACTION RIFLE+	1.2	-3	1	0/36#	-/4	30/3	60/3	90/2
BOLT-ACTION RIFLE+	1.6	-3	1	8/40#	-/4	50/4	100/4	150/3
SEMI-AUTOMATIC RIFLE+	1.6	-3	2	8/40#	-/2/4	60/4	120/4	175/3
ASSAULT RIFLE+	1.0	-2	2/3‡	20/80#	-/2/6	30/4	60/4	100/3
SUB-MACHINE GUN	1.0	-3	2/3‡	20/80#	-/2/6	30/4	60/3	90/2
GYRO-JET PISTOL	.6	-3	2	6/12#	-/4	2-15/4@	50/3	90/2
GYRO-JET RIFLE+	1.6	-4	2	10/20#	-/5	2-20/5@	70/4	125/2
SPRING PISTOL	1.1	-3	2	20/100#	-/2	15/3	30/2	60/2
SPRING RIFLE+	1/6	-3	2/3‡	20/100#	-/2	30/3	50/3	125/3
HOMER PISTOL	.6	-2	1	6/12#	-/4	90/3		
CONE RIFLE+	1/3	-3	2/3‡	20/60#	-/2/6	25/4	60/3	120/3
NEEDLER	1.0	-2	3‡	3/12#	-/3	60/5	100/4	**200/1**
TANGLE GUN	1.0	-3	1	6	-/3	**20/2**		
PHASER I	.2	-1	2	9	2			
Stun'				2%		10/3	20/2	30/1
Disrupt				3%		10/4	20/1	
Dematerialize				8%		**10/5**		
PHASER II	.5	-2	2	24	2			
Stun'				2%		30/5	60/4	90/2
Disrupt				4%		20/4	40/3	60/2
Dematarialize				12%		10/3	20/2	30/1
DISRUPTOR I	.3	-1	2	5	-/1	20/4	30/3	60/2
DISRUPTOR II	.8	-2	2	6	-/1	30/6	60/4	90/3
SONIC DISRUPTOR	1.0	-2	2	6	-/1	18/3	34/2	50/1
BLASTER PISTOL	.8	-2	2	5	-/1	25/5	60/4	90/3
BLASTER RIFLE+	1.3	-3	2	6	-/2	50/6	100/4	150/3
LASER PISTOL	.6	-2	2	6	-/1	10/4	35/2	50/1
LASER RIFLE+	1.2	-2	2	8	-/2	50/5	120/3	200/1
STUNNER'	.6	-2	2	6	-/2	25/4	100/3	150/2
SLAVER DISINTEGRATOR	1.8	-4	1	5	-		100/6	
CURDLER	1.0	-3	2	4	-/2		30/3	
SUNGUN	2.0	-5	1	10	_	**25/6**	60/6	90/6
SHOTGUN	1/2	-3	2	2/10	1	10/4	40/3	110/1
FLAME-THROWER	4.0	-3	1	5	_	**5/5**	10/4	30/1
GRENADE LAUNCHER	1.5	-3	1	1-6	2		60/¢	120/¢
ROCKET LAUNCHER	2.0	-4	1	1-6	2	**50/5**	150/5	450/5

GRENADE, LAUNCHER ROUNDS

TYPE	MASS	INITIATION MODIFIER (THROWN)	NUMBER CARRIED	RADIUS or RANGE OF EFFECT/DICE		
FRAGMENTATION (Pineapple)	.1	-1	1-6	2/5	6/2	
SONIC GRENADE'	.4	-1	1-4	2/3	8/1	
NUCLEAR GRENADE	.5	—	1	4/XXX	8/6	16/2
CANISTER	.2	—	1-6	8/6	16/3	30/1

NOTES ON RANGED WEAPONS

* This indicates that the user of this weapon needs special training or experience with the weapon to use it in combat.

\+ This indicates that the weapon benefits from an aim bonus if aimed for a full combat turn. This bonus is the doubling of all ranges (ie, instead of 30/3 for Short, it would be 60/3).

" This indicates that the weapon requires a strength of 14 or more to use it.

' This indicates that these weapons are stunning weapons and the damage done is in turns stunned.

\# This dual listing indicates: a) the rounds normally carried in the gun; b) the rounds normally carried in magazines or loose. With these weapons, under the related column, the - indicates that the weapon normally loads the next round or rounds automatically. The second number indicates the turns needed to load a new magazine, and the third number is the time necessary to load the magazine itself.

% Indicates the power cost in energy available to perform that function with the weapon.

@ This indicates that the weapon's firepower at point-blank range (less that 1½ meters) only allows 2 combat dice to be thrown.

‡ This indicates that the firer may roll for hits 3 times if firing a burst. After the attack is over roll 2 6-digit dice to determine how many rounds are expended. A weapon has to have at least 4 rounds in its magazine to fire a burst. Please note that if a weapon can fire more than 1 shot in a turn, that the shots could be fired at more than one person provided that they are in a group within a 4 meter circle.

Please note that the FLAMETHROWER, CANISTER ROUND, and SUNGUN are area weapons. These weapons will effect targets in a 30 degree spread in front of the firer out to the range listed.

MISS LOCATION

THROWN OR LAUNCHED WEAPONS (8-digit)	
NORTH	1
NORTHEAST	2
EAST	3
SOUTHEAST	4
SOUTH	5
SOUTHWEST	6
WEST	7
NORTHWEST	8

OTHER RANGED WEAPONS (4-digit)	
LEFT	1
RIGHT	2
LOW	3
HIGH	4

DISTANCE MISSED

	DIE ROLL 1	2	3	4	5	6
RANGED WEAPONS	.5	1	1.5	2	2.5	3
LAUNCHED WEAPONS	1	2	3	4	5	6

CONTACT WEAPONS TABLE

WEAPON	MASS	DEPLOYMENT RANGE	INITIATION MODIFIER	DEFENSE MODIFIER	COMBAT DICE
FIST	—	.5	—	2*	1/2*
MAILED FIST	—	.5	—	2*	2
KICK	—	.5	-1	—	2/3*
STICK (3/4 meters)	.3	1.0	-1	1	2
STAFF (2 motors)	1.0	2.0	-2	3*	2
CLUB	2.0	2.0	-4	—	3
DAGGER	.3	.5	-1	2	2
DIRK	.5	.5	-1	3	2
BASKET GUARD DIRK	.6	.5	-1	2*	2
BOWIE KNIFE	.5	.5	-1	2	2
COMBAT KNIFE/BAYONET	.3	.5	-1	1	2
VIBRO-BLADE	.3	.5	-1	—	3
SHORT SWORD	1.0	1.0	-2	2*	3
LONG SWORD	1.0	2.0	-3	2	3
2-HANDED BROAD SWORD	2.0	2.0	-5	—	4/5+
HAND & ½ BROAD SWORD	1.0	2.0	-3	2*	3/4
RAPIER	1.0	2.0	-2	3*	3
KATANA	1.0	2.0	-2	2*	4
TULWAR	2.0	2.0	-4	—	4
SCIMITAR	I.0	2.0	-3	1	3
SABER	1.0	2.0	-2	1	3
VARIABLE SWORD	.6	0-5#	-2	—	1-6#
HAND AXE (FRANKISH)	.3	1.0	-2	—	2
BROAD AXE (2-HANDED)	2.0	2.0	-5	—	2/5+
SPEAR/RIFLE WITH BAYONET	1.0	1.0	-2	1%	3
SARISSA	1.0	2.0	-4	2%	3
PIKE	1.0	2.0	-4	2%	3
PILA	1.0	1.0	-3	2%	3
MACE	1.0	1.0	-3	—	3
NEURONIC WHIP	1.0	1.0	-2	—	4
MORNING STAR	1.0	2.0	-4	—	4
TINGLER	.5	1.0	-1	—	1-5@

* Indicates a background of years or professional training or experience to be able to receive the number of dice indicated.

\+ The second number is the dice thrown against men in chain or plate armor or against beasts.

This is the length the Variable Sword may be extended. For each meter it is extended it will lose 1 combat die.

% This is the number of dice thrown by spearmen when they are in close formation of 5 or more.

@ The amount of Tingler damage dice thrown may he selected by the wielder.

SUCCESS PROBABILITY TABLE

SUCCESS INDEX	PROBABILITY
-6	07
-5	14
-4	21
-4	29
-2	36
-1	43
0	50
1	55
2	60
3	64
4	68
5	73
6	77
7	82
3	86
9	91
10	95
+	99

OPTIONAL HUMANOID HIT LOCATION TABLE

DICE	LOCATION
1-2	HEAD
3	LEFT ARM
4	RIGHT ARM
5-8	BODY
9-10	LEFT LEG
11-12	RIGHT LEG

This table can be used to help determine what particular shielding or armor was hit on a character and can also be used to see if the damage affected the ability of a character to use a particular weapon or other equipment. For other shapes or types of characters, I'm afraid you'll have to develop your own table.

RANGED COMBAT ACCURACY TABLE

DEXTERITY		1-3	4-6	7-9	10-12	13-15	16-18	+
RANGE	POINT BLANK	2	3	4	5	6	7	8
	SHORT RANGE	1	2	3	4	5	6	7
	MEDIUM RANGE	M	1	2	3	4	5	6
	LONG RANGE	M	M	1	2	3	4	5

MODIFIERS

AIMING AT SINGLE BODY PART	-3
ATTACKER BEING FIRED AT	-2
VERY LARGE TARGET	+2
ATTACKER MOVING	-2
DEFENDER MOVING 5	-1
DEFENDER MOVING 10	-2
DEFENDER MOVING 15+	-3
AIMED FIRE*	½ RANGE
USING THE ODD HAND FOR FIRE	-4
FIRING BURST	-2
SMOKE or DUST	-2
VERY SMALL TARGET	-2
CONSECUTIVE FIRE	+1
HEAD-UP DISPLAY or LASERLOC	+3
TARGET 50% OBSCURED	-3
TARGET 75% OBSCURED	-4
TARGET 100% OBSCURED	-6

*(Aimed fire is spending 1 turn not moving, or firing, while aiming at one target, This effectively doubles the range of the weapon being used but only for weapons capable of aimed fire.)

D. RANGED COMBAT:

Ranged combat involves everything from thrown rocks to atomic blasters. Anything which can strike from a distance. There is no way that we could cover every single weapon type ever invented, but there are enough examples of different types that all periods from the Stone Age up to futuristic starship marines can be covered. The accuracy of the fire and what appears to be rather limited ranges is due to snap-shot firing. The characters will usually be attempting to use these weapons rather hurriedly. If they do take the time to carefully aim and prepare a shot, the range is effectively doubled. Each ranged combat consists of the attacker rolling one 6-digit die for each shot fired (some weapons may fire more than once in a turn) to determine if the target is hit. The number rolled is compared to the range to the target, the Dexterity of the firer, and is modified by various conditions of movement, obscuration, size, special aiming gear, etc. Once a hit has been made the attacker checks on the Ranged Weapon Table to find out how many combat dice are rolled for that weapon at that range and rolls that number of 6-digit dice. The defender rolls one 6-digit die in defense, modifying it by Luck and subtracts that number from the total of the combat dice rolled in the attack. The difference is the amount of damage done to the defender's Constitution and can sometimes be lessened by shielding. After Initiation has been determined, Ranged Combat is performed in the following procedure:

1. Roll one 6-digit die to determine if a hit has been made. Refer to the Ranged Weapons Accuracy Table and reference the firer's Dexterity to the range of the target. This cross-referencing will yield the number or less needed to get a hit. If the number rolled equals or is less than the number indicated, then a hit has been made.

2. The number or less required to get a hit could be modified by any number of accumulating factors listed below the Accuracy Table. Each of these factors, such as movement, being partially hidden, special aiming devices, etc., can add or subtract from the number needed to get a hit. Check all of the factors to make sure that none are overlooked that might pertain to a particular combat.

3. If a hit has been determined, check to see how many combat dice are rolled for that weapon at that range. Roll that number of 6-digit dice and add them together to get the total Attack Number.

4. The defender rolls one 6-digit die and modifies the number plus 1 for each number over 12 and minus 1 for every number less than 9 in that character's Luck. This Defense roll is subtracted from the Attack Roll of that particular hit to get the amount of damage the defender sustains to his or her Constitution. This number can be lessened by shielding or armor, if the character is carrying any, in the same way that shielding modifies a Contact Combat result. For every 3 damage done to the defender's Constitution, reduce the Dexterity by 1.

5. If the defender is a Creature, reduce its Capability Number by the damage amount done. Remember that if over half of a character's Constitution is shot away, that character passes out from shock. This does not apply to Creatures.

6. In the case of thrown grenades and any weapon firing into a group of people, if a miss has been made, determine in what direction the miss went and how far from the target it was. If the point determined has the line of fire intersecting other characters then the hit procedure will have to be gone through for them.

7. A grenade going off has a certain radius of destruction. Depending on the distance a character is from the center of the grenade's detonation, and on the type of grenade thrown, there will be certain numbers of combat dice rolled. The rolling of the damage dice and the defense rolling done by the defenders is done just as if they were hit by a direct fire weapon,

8. Some weapons do not kill and may stun instead. With these weapons, instead of damage being done, the amount of damage is instead the number of turns the defender is stunned and unconscious.

Below is an example of Ranged Combat:

Krud the Klingon draws his Disruptor II and fires at Lieutenant Nice of the Federation at a range of 30 meters. LT Nice is fumbling with his phaser when Krud draws a bead. Krud's Dexterity is 14 and LT Nice's Luck is a phenomenal 18 while his Constitution is an average 11. The Initiation modifier of the disruptor is 2, the same as the LT's phaser pistol.

Krud rolls a 6 which is modified to an 8 by his Dexterity and to a 6 again by the Initiation modifier of his disruptor. Nice rolls a 3 and since his Dexterity is 13 this is modified to a 4 but is reduced to a 2 by the Initiation modifier of the phaser pistol. Krud wins the draw by a long shot. Krud fires once. At a range of 30 meters the shot is Short Range and since LT Nice is not moving or hidden, there are no modifiers. Because of his Dexterity of 14, Krud only has to roll a 5 or less. Krud rolls a 4 and gets a hit. Krud now rolls 6 dice and adds the result together. Nice rolls 1 die and modifies the number rolled (a 6, by gosh) plus 6 due to his Luck. The total attack roll of Krud's disruptor beam was 17 and subtracting the LT's Defense Roll of 12 means that the LT takes 5 damage. His Constitution is reduced from 11 to 6 and his Dexterity is reduced to 12. He did not pass out as the damage did not quite reach half his Constitution, and now LT Nice can fire back at the Klingon with his phaser before this turn ends. LT Nice rolls a 1 which gives him a hit at that range with his now reduced Dexterity. He then rolls 3 dice because his phaser was set on Stun. The result of the roll is a big 18. Krud rolls his defense die and gets a 2 which becomes a 3 because Krud's Luck is 13. 3 from 18 is 15. Krud's metallic jacket absorbs 5 points of Stun (it is an energy deflector) leaving a result of Krud the Klingon being stunned for 10 turns. This is plenty of time for LT Nice to tie him up and then call for the ship to beam him and his prisoner aboard.

E. DISARMAMENT ATTACK:

Under certain conditions a character may attempt a Disarmament Attack. This is an attempt to relieve the opposing character of the weapon he is carrying. A common example would be an attempt to knock the knife from the hand of an attacker. The conditions for a Disarm attack are as follows: 1) The person attempting the Disarm must be a trained fighter. 2) The person attempting the Disarm must be within 1 meter of the person he is attempting to disarm. 3) Subtract the DX of the parson to be disarmed from the DX of the Disarmer, modifying appropriately for all initiation modifiers. 4) This rating is found on the Probability of Success Table. The Disarmer must get the roll. 5) Now the person attempting the Disarmament Attack makes a regular Contact Combat Attack. If he causes at least 1 unit of damage (before subtracting shielding), he has made a successful disarmament attack. Please note that the Disarmer must win the Initiation to be able to make a Disarmament Attack.

F. USE OF TWO WEAPONS AT A TIME

While we have seen movies wherein some hero strides through rush hour at Macy's with a pistol blazing in each hand, we doubt that the ambidextrous, simultaneous use of pistols is all that accurate; thus we limit a player to one weapon use per turn. There is an exception, or rather, a pair of exceptions. In the history of Earth, several schools of fencing, Doth oriental and western, have routinely been designed around either two sword or sword and dagger techniques. If the player, usually an opponent, is a member of these schools, then an attack may only be made with one of the weapons but the defensive modifier of both weapons is used when defending. Similarly, most close combat weapons are intended to be used in a moving attack, swords and such are therefore able to be used at the end of, or during, movement executed during a combat phase.

G. WEAPONS EXCHANGE

Hopalong Cassidy and Tom Mix to the contrary, sometimes weapons run out of ammunition. When this happens, it is sometimes expedient to grab something else, like a rock. This is called weapons exchange. It takes a combat turn to effect. In photos from the 1850's and 60's, bad types are frequently pictured carrying several weapons in holsters and stuck in belts. We have little doubt that this is the origin of the twin guns blazing syndrome of the movies of the 40's. Be that as it may, the fellows of the period carried the several weapons, to be used one at a time, because of the very slow reload time. A weapons exchange takes a full combat turn because it is optimized around picking up someone else's weapon, with the attendant problems of checking the safety and sights. If the weapon is one carried by the character and is in a supposed state of readiness, the same time applies. In a recent book a hero was holding off a horde of swordsman with a broomhandle Mauser and a Browning Hi-power. When the rounds in the Mauser were exhausted, he dropped it and drew the Hi-power. The Mauser was tied to him by its lanyard but the Hi-power was holstered and while our hero fumbled to get the 9mm automatic from its container, he was almost cut in half. (He did survive, but at the expense of a great deal of ammo. Remember that the next time you talk about taking a machine gun back to the plains of Marathon!)

CONTACT WEAPONS TABLE

WEAPON	MASS	DEPLOYMENT RANGE	INITIATION MODIFIER	DEFENSE MODIFIER	COMBAT DICE
FIST	—	.5	—	2*	1/2*
MAILED FIST	—	.5	—	2*	2
KICK	—	.5	-1	—	2/3*
STICK (3/4 meters)	.3	1.0	-1	1	2
STAFF (2 meters)	1.0	2.0	-2	3*	2
CLUB	2.0	2.0	-4	—	3
DAGGER	.3	.5	-1	2	2
DIRK	.5	.5	-1	3	2
BASKET GUARD DIRK	.6	.5	-1	2*	2
BOWIE KNIFE	.5	.5	-1	2	2
COMBAT KNIFE/BAYONET	.3	.5	-1	1	2
VIBRO-BLADE	.3	.5	-1	—	3
SHORT SWORD	1.0	1.0	-2	2*	3
LONG SWORD	1.0	2.0	-3	2	3
2-HANDED BROAD SWORD	2.0	2.0	-5	—	4/5+
HAND & ½ BROAD SWORD	1.0	2.0	-3	2*	3/4
RAPIER	1.0	2.0	-2	3*	3
KATANA	1.0	2.0	-2	2*	4
TULWAR	2.0	2.0	-4	—	4
SCIMITAR	1.0	2.0	-3	1	3
SABER	1.0	2.0	-2	1	3
VARIABLE SWORD	.6	0-5#	-2	—	1-6#
HAND AXE (FRANKISH)	.3	1.0	-2	—	2
BROAD AXE (2-HANDED)	2.0	2.0	-5	—	2/5+
SPEAR/RIFLE WITH BAYONET	1.0	1.0	-2	1%	3
SARISSA	1.0	2.0	-4	2%	4
PIKE	1.0	2.0	-4	2%	3
PILA	1.0	1.0	-3	2%	3
MACE	1.0	1.0	-3	—	3
NEURONIC WHIP	1.0	1.0	-2	—	4
MORNING STAR	1.0	2.0	-4	—	4
TINGLER	.5	1.0	-1	—	1-5®

* Indicates a background of years of professional training or experience to be able to receive the number of dice indicated.

\+ The second number is the dice thrown against men in chain or plate armor or against beasts.

\# This is the length the Variable Sword may be extended. For each meter it is extended it will lose 1 combat die.

% This is the number of dice thrown by spearmen when they are in close formation of 5 or more.

@ The amount of Tingler damage dice thrown may be selected by the wielder.

RANGED COMBAT ACCURACY TABLE

DEXTERITY		1-3	4-6	7-9	10-12	13-15	16-18	+
RANGE	POINT BLANK	2	3	4	5	6	7	8
	SHORT RANGE	1	2	3	4	5	6	7
	MEDIUM RANGE	M	1	2	3	4	5	6
	LONG RANGE	M	M	1	2	3	4	5

MODIFIERS

AIMING AT SINGLE BODY PART	-3	
ATTACKER BEING FIRED AT	-2	
VERY LARGE TARGET	+2	
ATTACKER MOVING	-2	
DEFENDER MOVING 5	-1	
DEFENDER MOVING 10	-2	
DEFENDER MOVING 15+	-3	
AIMED FIRE*	½	RANGE
USING THE ODD HAND FOR FIRE	-4	
FIRING BURST	-2	
SMOKE or DUST	-2	
VERY SHALL TARGET	-2	
CONSECUTIVE FIRE	+1	
HEAD-UP DISPLAY or LASERLOC	+3	
TARGET 50% OBSCURED	-3	
TARGET 75% OBSCURED	-4	
TARGET 100% OBSCURED	-6	

*(Aimed fire is spending 1 turn not moving, or firing, while aiming at one target. This effectively doubles the range of the weapon being used but only for weapons capable of aimed fire.)

OPTIONAL HUMANOID HIT LOCATION TABLE

DICE	LOCATION
1-2	HEAD
3	LEFT ARM
4	RIGHT ARM
5-8	BODY
9-10	LEFT LEG
11-12	RIGHT LEG

This table can be used to help determine what particular shielding or armor was hit on a character and can also be used to see if the damage affected the ability of a character to use a particular weapon or other equipment. For other shapes or types of characters, I'm afraid you'll have to develop your own table.

RANGED WEAPONS TABLE

WEAPON	MASS	INITIATION MODIFIER	TARGETS PER TURN	ROUNDS CARRIED	RELOAD TURNS	RANGE/DICE SHORT	MEDIUM	LONG
ROCK or GRENADE	.2	-1	1	1-6	1	5/2	10/2	20/1
SLING*	.1	-2	1	1-12	1	10/2	25/2	50/1
SHURIKEN*	.1	-1	1	1-10	1	10/2	15/2	25/1
ATAL-ATAL	.1	-3	1	2	1	10/3	20/3	40/2
SPEAR	1.0	-3	1	1	-	10/3	15/2	25/2
PILA	1.0	-3	1	2	1	6/4	10/2	15/2
DAGGER*	.3	-1	1	-	-	10/3	15/2	20/1
HAND AXE (PRANKISH)	.3	-2	1	-	-	10/3	25/2	35/2
SHORT BOW*	1.0	-2	1	20	1	15/3	25/2	50/2
LONG BOW*+"	1.3	-3	1	20	1	20/3	40/3	70/2
COMPOSITE BOW*+"	1.0	-2	1	2-	1	15/3	30/3	50/3
LIGHT CROSSBOW+	1.0	-2	1	2-	1	30/3	60/2	100/1
HEAVY CROSSBOW+	1.5	-3	1	20	3	30/4	60/3	100/2
FLINTLOCK PISTOL	1.0	-2	1	10	2	10/3	20/3	30/2
FLINTLOCK RIFLE+	1.5	-3	1	20	6	30/3	60/3	90/2
CAP & BALL PISTOL	1.0	-2	2	6/20	-/8	30/3	50/2	75/2
CAP & BALL RIFLE	1.6	-3	1	20	6	50/3	75/3	125/2
REVOLVER	.5	-2	2	6/18#	-/3	30/3	50/2	75/2
MAGNUM REVOLVER	.7	-2	2	6/18#	-/3	30/4	50/2	75/2
AUTOMATIC PISTOL	.6	-2	2	9/18*	-/1/4	30/3	50/2	75/2
LEVER-ACTION RIFLE+	1.2	-3	1	8/36#	-/4	30/3	60/3	90/2
BOLT-ACTION RIFLE+	1.6	-3	1	8/40#	-/4	30/4	100/4	150/3
SEMI-AUTOMATIC RIFLE+	1.6	-3	2	8/40#	-/2/4	60/4	120/4	175/3
ASSAULT RIFLE+	1.0	-2	2/3‡	20/80#	-/2/6	30/4	60/4	100/3
SUB-MACHINE GUN	1.0	-3	2/3‡	20/80#	-/2/6	30/4	60/3	90/2
GYRO-JET PISTOL	.6	-3	2	6/12#	-/4	2-15/4@	50/3	90/2
GYRO-JET RIFLE+	1.6	-4	2	10/20#	-/5	2-20/5@	70/4	125/2
SPRING PISTOL	1.1	-3	2	20/100#	-/2	15/3	38/2	60/2
SPRING RIFLE+	1/6	-3	2/3‡	20/100#	-/2	30/3	50/3	125/3
HOMER PISTOL	.6	-2	1	6/12#	-/4	90/3		
CONE RIFLE+	1/3	-3	2/3‡	20/60#	-/2/6	25/4	**60/3**	**120/3**
NEEDLER	1.0	-2	3‡	3/12#	-/3	60/5	100/4	200/1
TANGLE GUN'	1.0	-3	1	6	-/3	20/2		
PHASER I	.2	-1	2	9	2			
Stun'				2%		10/3	20/2	30/1
Disrupt				3%		10/4	20/1	
Dematerialize				8%		10/5		
PHASER II	.5	-2	2	24	2			
Stun'				2%		30/5	60/4	90/2
Disrupt				4%		20/4	40/3	60/2
Dematerialize				12%		10/3	20/2	30/1

DISRUPTQR I	.3	-1	2	5	-/1	20/4	30/3	60/2
DISRUPTOR II	.8	-2	2	6	-/1	30/6	60/4	90/3
SONIC DISRUPTOR	1.0	-2	2	6	-/1	18/3	34/2	50/1
BLASTER PISTOL	.8	-2	2	5	-/1	25/5	60/4	90/3
BLASTER RIFLE+	1.3	-3	2	6	-/2	50/6	100/4	150/3
LASER PISTOL	.6	-2	2	6	-/1	10/4	35/2	50/1
LASER RIFLE+	1.2	-2	2	8	-/2	50/5	120/3	200/1
STUNNER'	.6	-2	2	6	-/2	**25/4**	100/3	150/2
SLAVER DISINTEGRATOR	1.8	-4	1	5	-		100/6	
CURDLER	1.0	-3	2	4	-/2		30/3	
SUNGUN	2.0	-5	1	10	-	25/6	60/6	90/6
SHOTGUN	1/2	-3	2	2/10	1	10/4	40/3	110/1
FLAME-THROWER	4.0	-3	1	5	-	5/5	10/4	30/1
GRENADE LAUNCHER	1.5	-3	1	1-6	2		60/¢	120/¢
ROCKET LAUNCHER	2.0	-4	1	1-6	2	50/5	150/5	450/5

GRENADE, LAUNCHER ROUNDS

TYPE	MASS	INITIATION MODIFIER (THROWN)	NUMBER CARRIED	RADIUS or RANGE OF EFFECT/DICE		
FRAGMENTATION(Pineapple)	.2	-1	1-6	275	6/2	
SONIC GRENADE'	.4	-1	1-4	2/3	8/1	
NUCLEAR GRENADE	.5	—	1	4/XXX	8/6	16/2
CANISTER	.2	—	1-6	8/6	16/3	30/1

NOTES ON RANGED WEAPONS

* This indicates that the user of this weapon needs special training or experience with the weapon to use it in combat.

\+ This indicates that the weapon benefits from an aim bonus if aimed for **a** full combat turn. This bonus is the doubling of all ranges (ie, instead of 30/3 for Short, it would be 60/3).

" This indicates that the weapon requires a strength of 14 or more to use it.

' This indicates that these weapons are stunning weapons and the damage done is in turns stunned.

This dual listing indicates: a) the rounds normally carried in the gun; b) the rounds normally carried in magazines or loose. With these weapons, under the related column, the - indicates that the weapon normally loads the next round or rounds automatically. The second number indicates the turns needed to load a new magazine, and the third number is the time necessary to load the magazine itself.

% Indicates the power cost in energy available to perform that function with the weapon.

@ This indicates that the weapon's firepower at point-blank range (less that 1½ meters) only allows 2 combat dice to be thrown.

‡ This indicates that the firer may roll for hits 3 times if firing a burst. After the attack is over roll 2 6-digit dice to determine how many rounds are expended. A weapon has to have at least 4 rounds in its magazine to fire a burst. Please note that if a weapon can fire more than 1 shot in a turn, that the shots could be fired at more than one person provided that they are in a group within a 4 meter circle.

Please note that the FLAMETHROWER, CANISTER ROUND, and SUNGUN are area weapons. These weapons will effect targets in a 30 degree spread in front of the firer out to the range listed.

MISS LOCATION

THROWN OR LAUNCHED WEAPONS (8-digit)	
NORTH	1
NORTHEAST	2
EAST	3
SOUTHEAST	4
SOUTH	5
SOUTHWEST	6
WEST	7
NORTHWEST	8

OTHER RANGED WEAPONS (4-digit)	
LEFT	1
RIGHT	2
LOW	3
HIGH	4

DISTANCE OF MISS

	DIE ROLL 1	2	3	4	5	6
RANGED WEAPONS	.5	1	1.5	2	2.5	3
LAUNCHED WEAPONS	1	2	3	4	5	6

SHIELDING

TYPE	MASS	INITIATION MODIFIER	SHIELDING RATING	NOTES
LEATHER	1.0		1	
LACQUERED LEATHER	1.5	-1	3	
SYNTHILEATHER BATTLEDRESS	1.0	—	2	
CHAIN MAIL ARMOR	2.0	-2	5	
SCALE MAIL ARMOR	3.0	-3	6	
PLATE ARMOR	4.0	-4	7	
STEEL CUIRASSE	1.8	-1	7	Only protects upper body.
NYLON VEST	1.2	-1	8	Only protects upper body.
NEMOURLON BODY ARMOR	1.0	-1	9	Only protects body.
SKIN SUIT	2.0	-1	3	Space suit.
PRESSURE SUIT	3.0	-4	4	Space suit.
HARD SUIT (FIBERGLASS)	4.0	-5	7	Space suit.
POWERED ARMOR	—	—	14	+20 to Strength.
HEAVY POWERED ARMOR	—	—	20	+25 to Strength.
WARBOT	—	—	16	This is really a vehicle with a movement of 15.
LASER DEFLECTORS	.4	-1	5	For energy weapons only.
ABLATIVE COVERALLS	1.5	-1	3	For energy weapons only.
DISTORTER SHIELD	1.0	-2	6	For energy weapons only.
CAMOUFLAGE COVERALLS	.3	—	2	-3 to Medium & Long fire.
ENERGY SHIELD	3.0	—	15	For energy weapons only, hand carried.
KINETIC SHIELD	2.0	—	15	For projectile weapons only, belt carried.
BUCKLER SHIELD	1.5	-2	4	
KITE or HEATER SHIELD	2.0	-3	5	
SMOKE GRENADES	.3	—	4	For energy weapons only, -2 to ranged fire.
LEATHER HELMET	.2	—	1	
FIBERGLASS HELMET	.4	—	4	
LEXAN HELMET	.6	—	6	
METAL HELMET	.8		4	
INTEGUMENTS				
CHITIN			1-4	Roll for particular
BONE PLATE	—	—	1-6	shielding rating using
SCALES	—	—	1-4	the indicated range of
THICK HIDE	—	—	1-2	numbers in polyhedra dice.

DOORS, WALLS, AND BUILDINGS

MATERIAL	SHIELD RATING	NOTES
STRAW	1	ENERGY WEAPONS WILL IGNITE
AD0BE	4/10cm	
LOGS	10/LOG	ENERGY WEAPONS WILL IGNITE
WOOD	3/1cm	ENERGY WEAPONS WILL IGNITE
GLASS	4/1cm	LASERS WILL PENETRATE IF OF THE PROPER FREQUENCY.
PLASTIC	5/1cm	LASERS WILL PENETRATE IF OF THE PROPER FREQUENCY.
BRICK	10/BRICK	
CONCRETE	12/10cm	
ALUMINUM	8/1cm	
STEEL	15/1cm	
TITANIUM	18/1cm	
DURASTEEL	20/1cm	
TRITITANIUM	25/1cm	
RHODINIUM	28/1cm	
DENSITY STEEL	40/1cn	
NEUTRONIUM	100/1cm	

1. SUNGUN, SLAVER DISINTEGRATOR, and NUCLEAR GRENADE will penetrate anything but neutronium.
2. The hit points for SUNGUN and DISINTEGRATOR are subtracted from the material's rating to get the reduced rating.

WEAPON AND SHIELDING GLOSSARY

VIBRO-BLADE - This is a futuristic knife that uses ultrasonic vibrations to help it cut through most substances.

VARIABLE SWORD - From Larry Niven's universe comes this force-field stiffened monofilament wire sword. The weapon resembles a jump-rope handle with a toggle. When the toggle is moved the wire extends up to 5 meters away. A tiny orange light is used to mark where the end of the wire is as the wire is so fine that it can't normally be seen.

NEURONIC WHIP - From Isaac Asimov's stories; the neuronic whip violently stimulates nerve endings when it is in contact or near contact with someone. Though the whip does no physical damage it can debilitate and kill.

TINGLER - From Alexei Panshin's Anthony Villiers series; the Tingler is a black wand that destroys nerve and surface tissue. By adjusting the ring on the end the tingler can be **3 3 t** to a practice tingle or be turned up to produce horrible damage where it touches flesh.

GYRO-JET PISTOL and RIFLE -These weapons exist today and are made by M&B Associates of California. Basically, the Gyrojet is a tiny rocket launcher firing spin-stabilized 13mm rockets. Almost powerless as they leave the barrel, they strike with over 700 foot-pounds of energy within 12 feet of travel, more than twice that of ordinary weapons,

SPRING PISTOLS and RIFLES - From Gordon Dickson's Dorsai stories, the spring weapons are designed to mechanically fire small darts. The basic idea is that more complex weapons can be gimmicked by the enemy,

HOMER PISTOL -This weapon fires infrared homing explosive rounds. They are, unfortunately, not very selective.

CONE RIFLE - Again from Gordon Dickson, this weapon is very similar to the Gyrojet, basically differing in that the bullets fired are explosive.

NEEDLER - Designed by Rocky Russo, this weapon uses a small laser to flash water to steam. The steam pressure is used to fire numerous small needles at tremendous velocity and impact.

TANGLE GUN - From Alan Nourse's "Raiders from the Rings", this weapon is a pistol which fires a sticky web which wraps itself about the victim and tightens if the target struggles,

PHASER I and II - These weapons from the STAR TREK universe are apparently jacks-of-all-trades. They do many things, ranging from burning holes in bulkheads to stunning Klingons,

DISRUPTOR I and II - These are the Klingon weapons from the STAR TREK universe. Much deadlier than phasers, they use micro-wave energy to 'cook' their target.

SONIC DISRUPTOR -This weapon uses ultrasonic waves to scramble objects it is fired at. It can release surface tension in living cells, thus exploding them.

BLASTER PISTOL and RIFLE - This old SF standby is atomic powered and fires a beam of nuclear energy. It usually leaves the area radioactive where it is fired.

LASER PISTOL and RIFLE - These weapons fire pulses of intense mono-chromatic light measured in the millions of watts per pulse. This light will burn through most any substance but can be refracted and reflected by mirrors, smoke, dust, etc,

STUNNER - This weapon is designed to put its targets to sleep rather than injure or kill. It uses a sonic pulse which affects the nervous systems of the target.

SLAVER DISINTEGRATOR - From Larry Niven's universe. This double-barreled weapon is rather slow in operation, destroying its target by suppressing the spin or charge in the electrons of the atoms of the target, thus reducing it to a fine flurry of dust.

CURDLER - This weapon uses micro - wave energy to disrupt the living tissue of objects and people it is fired at. It will explode trees and turn a person's body as hard as a rock,

SUNGUN - This device is the far descendant of the flamethrower. Essentially a nuclear rocket motor, the sungun fuses deuterium using a nano-pulse laser. The resulting 16,000 degree plasma is directed through a nozzle via a para-gravitic field and will destroy most objects, and leave them radioactive. The sungun has quite a kick and is only carried by men wearing powered armor.

SONIC GRENADE - This device, usually thrown, is used to knock out individuals rather than kill them, by using supersonic sound.

SYNTHILEATHER BATTLEDRESS - From Jerry Pournelle's universe, this type of clothing is worn by the marines and mercenaries of his stories. It can provide protection from biological or gas attack and may also be unzipped here and there to keep the wearer cool when not in battle. It generally protects the wearer from abrasions and weather.

MEMOURLON BODY ARMOR - Also from Jerry Pournelle. This body armor is cast by armorers in the field to fit different sizes of men and will deflect most small arms fire and will also help to deflect high velocity rifle bullets.

SKIN SUIT - This type of space suit is currently being tested by NASA and may someday be used for work on space stations. It consists of a thin elastic membrane which fits tightly over the wearer's body to prevent decompression. The wearer also carries a life-support pack and uses a helmet with close-fitting face mask. The skin suit is worn inside of chafing coveralls which are designed for meteor protection and help deflect radiation in addition to keeping the suit intact.

PRESSURE SUIT - This is the standard space suit in use today. It consists of an inner rubber 'balloon' to contain the wearer's air and is covered by various layers of cable and chafing material to protect the suit in addition to helping keep it from blowing out of shape. It is not very mobile, but has served adequately on various current and past space missions.

HARD SUIT - This type of space suit is the same as the pressure suit but has fiberglass outer armor to protect the wearer from meteors and radiation.

POWER ARMOR - From Robert Heinlein's "Starship Troopers" and Joe Haldeman's "Forever War". These suits are used to give the wearer tremendous advantages in combat. They respond to the wearer's movements with greatly increased power by sensing the motions of the wearer's body and then increasing the force of the motion. They take some practice to use but once the soldier is used to them, body movements in armor become second nature,

HEAVY POWER ARMOR - This is merely a much more powerful version of Powered Armor as described above, The above armor would be that worn by scouts and command personnel. The Heavy Power Armor is worn by the basic soldier.

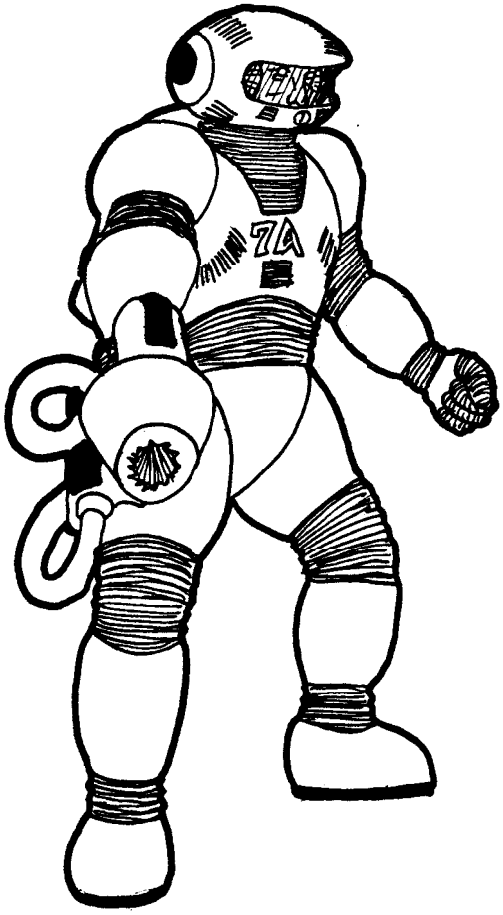
WARBOT - Designed by Larry Todd, this device takes the concept of powered armor to even greater lengths. Actually a vehicle, these devices resemble walking eggs with laser cannon for rifles. The

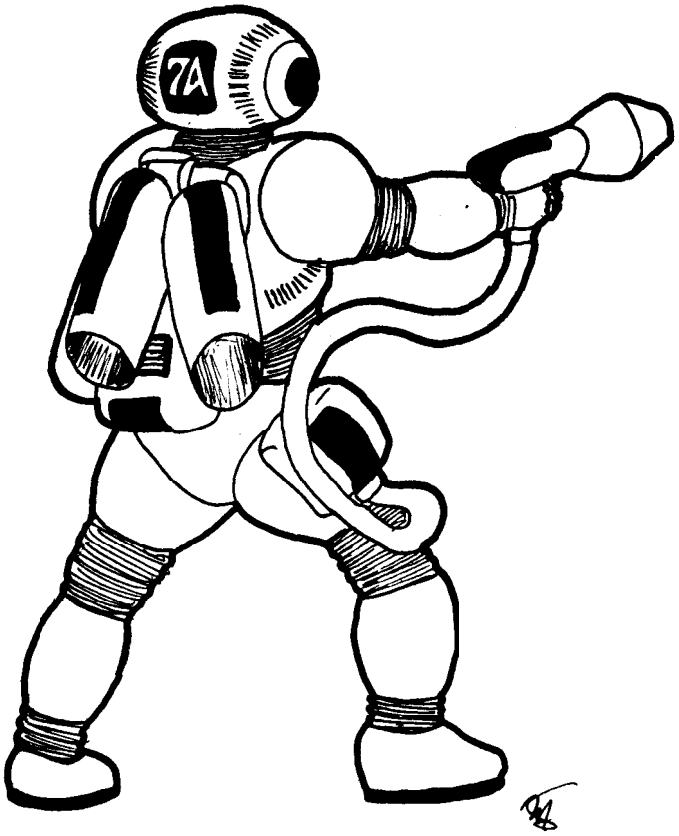
rider stands inside the egg and directs the motions of the warbot by moving within a sensor harness which copies his motions with the warbot.

LASER DEFLECTORS - This is a series of patches worn about the body designed to reflect and/or refract laser beams and other forms of beamed energy. They do this by projecting a distortion about one or two inches away from the patch. This distortion is what effects the attacking beam.

ABLATIVE COVERALLS - This set of thin coveralls is coated with a substance which, when hit by an energy weapon, vaporize. The vapor carries the heat of the beam away from the target and also helps to refract and break up the beam.

CAMOUFLAGE COVERALLS - From Joe Haldeman's "Forever War", these coveralls or coatings help hide the wearer by turning to the color of their surroundings. The early versions had to be manually adjust ted. The later types would automatically take the hue of the background they were near.





ENERGY SHIELD -This type of shielding is a force screen used to deflect energy attacks. It is only effective against energy attacks and material objects will pass through it.

KINETIC SHIELD -This type of shield only protects against material attacks. If any material object strikes a kinetic shield, its motion is converted directly into heat and helps maintain the shield. However, a very slow-moving object will pass through a kinetic shield.

LEXAN HELMET -This helmet is made from a substance in use today in space suit helmets, motorcycle helmets, and fighter canopies. It will take a full sledge-hammer blow and will not shatter. It will, however, scratch.

SCENARIO GENERATOR

The following tables are designed to allow a Game Master to generate encounters with people and things during an expedition to an earthlike planet. It is not designed to be an exhaustive list of all the items that could be encountered, rather it is a guide for the use of the Mission Master is an effort to prevent repetition and to introduce a larger variety of encounters. Some of these tables appear elsewhere in the rules in different sections and sometimes in slightly different form. The Mission Master should use these tables as necessary, omitting some when they are not appropriate. As a very gross example, it would be unlikely to encounter an amphibious creature in the arid desert unless he was an intelligent entity taking the necessary precautions. The Judge is advised to use the results of these tables in ways that fit into the overall aspect of his particular scenario.

The Scenario Generator is divided into five sections, each one dealing with a different aspect of encounter.

1. The first section is devoted to the general physical aspects of the planets and the area where the party lands or materializes. This includes permanent features like gravity and rather impermanent ones such as weather. The Mission Master should use these tables to provide a large variety of landing sites and he should change the weather as circumstances dictate, by rolling at regular intervals.

2. The Encounter Table is to be used whenever the party could encounter something now or when they turn a corner, enter a building, look behind a tree, and so on. This table is the prime generator for all the other tables in the Scenario Generator.

3. These tables govern the appearance and/or powers of the creatures and aliens during play. Some or all of the tables can be used to fit the various circumstances. For example, on a planet where there is nothing but herds of a single type of creature, you would only roll for individual characteristics and attitudes.

4. The tables listed in this section govern the appearance and type of objects that could be encountered. Once again, the Mission Master should exercise judgement on the appropriateness of this or that response.

5. The tables for resources govern encounters with things which might be of vital necessity to the travelers. However, great care must be taken to use the tables if situations are such that it would be inappropriate for the player to encounter a particular substance. It would be inappropriate, for example, to encounter prepared drugs or synthetic foodstuffs in a wilderness environment.

(1) LANDING ZONE TABLES

A. TERRAIN

00 - 20	FLAT
21 - 60	HILLS & ROCKS
61 - 99	MOUNTAINOUS

B. SOIL & MOISTURE

00 - 20	GRASS OR TUNDRA
21 - 40	FOREST
41 - 60	DESERT
61 - 99	OCEANIC

C. CLIMATE

00 - 20	ARCTIC
21 - 60	TEMPERATE
61 - 99	TROPICAL

D. CURRENT WEATHER

00 - 30	CLEAR & CALM
31 - 60	CLEAR & WINDY
61 - 70	CLOUDY & CALM
71 - 80	CLOUDY & WINDY
81 - 90	FOGGY
91 - 99	STORMY

E. GRAVITY

00 - 04	.7
05 - 14	.8
15 - 29	.9
30 - 79	1.0
80 - 89	1.1
90 - 94	1.2
95 - 99	1.3

(2) ENCOUNTER TABLES

A. ENCOUNTER TABLE

00 - 19	NOTHING
20 - 39	ALIEN - SECTION (3)
40 - 64	CREATURE - SECTION (3)
65 - 84	ARTIFACT - SECTION (4)
85 - 99	RESOURCE - SECTION (5)

B. SURPRISE TABLE

01 - 70	NOT SURPRISED
71 - 00	SURPRISED

(3) ATTRIBUTES TABLES

A. GENERAL TYPE

ALIEN	CREATURE	TYPE
01 - 05	01 - 14	MOLLUSK* has 2-12 tentacles
06 - 07	15-28	PLANT* has 1-100 tentacles
08 - 35	29 - 42	ARTHROPOD
36 - 40	43 - 57	AMPHIBIAN
41 - 65	58 - 71	REPTILE
66 - 95	72 - 85	MAMMAL
96 - 99	86 - 99	AVIAN
00	00	EXOTIC

*D0 NOT ROLL FOR GENERAL SHAPE

EXOTIC		
01 - 05		MECHANICAL
06 - 40	01 - 50	POLYMORPH
41 - 71	51 - 80	CRYSTALLINE
72 - 90	81 - 95	GASEOUS*
91 - 00	96 - 00	ENERGY*

B. GENERAL SHAPE

01 - 05	MONOPED
06 - 45	BIPED
46 - 50	TRIPED
51 - 70	QUADRUPED
71 - 85	HEXAPOD
86 - 90	OCTOPED
91	FUNCTIONAL WINGS
92 - 95	NONFUNCTIONAL WINGS
96 - 99	TENTACLES
00	WHEELS

C. SEX (If applicable)

01 - 45	MALE
46 - 90	FEMALE
91 - 94	HERMAPHRODITE
95 - 97	NEUTER
98 - 00	EXOTIC

D. METABOLISM

DICE	DX MODIFIER
01 - 02	-6
03 - 07	-4
08 - 17	-2
18 - 32	-1
33 - 67	0
68 - 82	+1
83 - 92	+2
93 - 97	+4
98 - 00	+6

E. SIZE (In centimeters)

01 -02	50
03 - 05	75
06 - 10	100
11 - 15	125
16 - 20	150
21 - 40	175
41 - 60	200
61 - 80	225
81 - 85	250
86 - 90	275
91 - 95	300
96 - 98	325
99 - 00	350

F. SPECIAL CAPAE ILITIES

01 - 80	NONE
81 - 85	PSIONIC
86 - 87	ABILITY TO SENSE LIFE AURA
88 - 90	INCREASED HEARING CAPABILITY
91	INCREASED TOUCH SENSITIVITY
92	INCREASED SMELL CAPABILITY
93	INCREASED TASTE SENSITIVITY
94 - 95	ABILITY TO SEE IN INFRARED
96	TELESCOPIC VISION
97	ABILITY TO SEE IN ULTRAVIOLET
98 - 00	CYBORG REPLACEMENT (TABLE H)

G. PSIONICS

01 - 30	EMPATHY
31 - 60	TELEPATHY
61 - 80	TELEKINESIS
81 - 90	CLAIRVOYANCE
91 - 95	PRECOGNITION
96 - 98	MIND CONTROL
99-00	TELEPORTATION

For the definition of these powers, refer to the chapter on PSIONICS

H. CYBORG REPLACEMENT (Aliens only)

DICE	REPLACEMENT	MODIFIERS ST	DX	CT
	LIMBS			
01 -06	Legs	1 - 10	—	—
07-12	Arms	1 - 8	1 - 6	—
	STRUCTURE			
13 - 20	Joints	—	1 - 4	—
21 - 35	Legs	—	—	1 - 4
36 - 52	Arms	—	—	1 - 4
53 - 67	Spine	1 - 4	—	1 - 4
	SENSORY			
68 - 72	Computer Terminal	—	—	—
73 - 74	Infrared Sight	—	—	—
75 - 77	Telescopic Sight	—	—	—
78	Ultraviolet Sight	—	—	—
79 - 83	Improved Hearing	—	—	—
84 - 98	Vital Organs	—	—	1 - 4
99 - 00	Implanted Weapons*			

* REFER TO THE CHAPTER ON COMBAT FOR TYPES

I. TRAINING (Aliens only)

DICE	CLASS	MODIFIER
01 - 30	SOLDIER	ST(1-4)DX(1-4)CT(104)
31 - 40	SCIENTIST	MN(I-4)
41 - 60	TRADER	CH(I-4)LK(I-4)
61 - 75	CRAFTSMAN	DX(I-4)
76 - 00	GENERAL	

J. PERIOD (Aliens only)

01 - 02	1 STONE AGE
03 - 05	2 BRONZE AGE
06 - 10	3 IRON AGE
11 - 15	4 RENAISSANCE
16 - 20	5 PRE-INDUSTRIAL
21 - 25	6 INDUSTRIAL
26 - 35	7 ATOMIC
36 - 49	8 SPACE FLIGHT
50 - 79	9 FASTER THAN LIGHT
80 - 98	10 - 11 INTRA-GALACTIC
99	12 - 13 INTER-GALACTIC
00	14 - 18 EXTRA-DIMENSIONAL

K. SPECIAL WEAPONS & CAPABILITIES (Creatures only)

ROLL A 1-4 DIE TO DETERMINE NUMBER OF ROLLS MADE ON THIS TABLE

DICE	CAPABILITY.	MODIFIERS
01 - 20	NONE	
21 - 35	1-6 X LARGER	1-4 TIMES CAPABILITY DICE
36 - 50	1-6 X SMALLER	1-2 LESS CAPABILITY DICE
51 - 60	FANGS	1-2 EXTRA COMBAT DICE
61 - 70	TALONS	1-3 EXTRA COMBAT DICE
71 - 80	POISON	1-6 ADDED TO COMBAT ROLL
81 - 90	SPIKES 4 CLUBS	1-8 ADDED TO COMBAT ROLL
91 - 00	SPECIAL	

SPECIAL	
01 - 20	SHAPE CHANGER; ROLL FOR NEW SHAPE
21 - 40	ILLUSION CASTER
41 - 60	FIRE BREATHER; 1-4 EXTRA COMBAT DICE
61 - 80	MIND CONTROL
81 - 00	ENERGY MANIPULATOR; 1-4 DICE FOR ABILITY

L. GRAVITY OF HOME WORLD (if applicable)

01	.1	85 - 86	1.6
02	.2	87	1.7
03	.3	88	1.8
04	.4	89	1.9
05	.5	90	2.0
06 - 07	.6	91	2.1
08 - 10	.7	92	2.2
11 - 15	.8	93	2.3
16 - 20	.9	94	2.4
21 - 60	1.0	95	2.5
61 - 70	1.1	96	2.6
71 - 75	1.2	97	2.7
76 - 79	1.3	98	2.8
80 - 82	1.4	99	2.9
83 - 85	1.5	00	3.0

M. ATTITUDE TABLE (Aliens & Creatures)

CREATURES	ALIENS	ATTITUDE
01 - 20	01 - 15	XENOPHOBIS - will attack immediately, and will pursue
21 - 40	16 - 30	HOSTILE - will attack 75 or less, 76+ will run
41 - 60	31 - 50	NEUTRAL/HOSTILE - will attack 50 or less, 51+ will run
61 - 80	51 - 65	NEUTRAL/APATHETIC - will attack 10 or less, 11 - 50 will run, 51+ will talk
81 - 00	66 - 80	NEUTRAL/FRIENDLY - will attack if attacked, but will always talk
	81 - 90	FRIENDLY - will negotiate, but will attack if attacked
	91 - 00	BENEVOLENT - will help, and will never attack

N. EXTRA (Creatures & Aliens)

01 - 35	is with - Section (2)
36 - 00	is alone - GO TO NEXT TURN

(4) ARTIFACTS TABLES

(Period and particular type are up to the Game Master)

00 - 19	WEAPON OR DEFENSE - Go to A & B
20 - 49	TOOL - Go to C
50 - 59	ABSTRACT OBJECT - Go to D
60 - 99	MUNDANE OBJECT - Go to E

A. WEAPON

00 - 49	RANGED WEAPON
50 - 99	CONTACT WEAPON

(See Weapons Tables)

B. DEFENSE

00 - 39	WORN
40 - 79	CARRIED
80 - 99	STATIC

(See Shielding Table)

C. TOOL

01 - 20	LEVER	FROM STICK TO CONTRAGRAVITY
21 - 40	CUTTER	FROM BONE SAW TO LASER-DRILL
41 - 50	GRIPPER	FROM FORCEPS TO PLENCH
51 - 60	COMMUNI-CATOR	FROM SIGNAL FIRE TO RADIO
61 - 75	CALCULATOR	FROM ABACUS TO COMPUTER
76 - 00	RECORDER	FROM KNOTS IN STRING TO MNEMONIC CUBES

D. ABSTRACT OBJECT

01 - 20	RELIGIOUS PARAPHERNALIA
21 - 40	PAINTING
41 - 60	STATUARY
61 - 80	DECOR
81 - 00	NEW ART FORM

E. MUNDANE OBJECTS

01 - 20	STORAGE - Go to Section (2)
21 - 40	CLOTHING
41 - 60	FURNITURE
61 - 80	TRANSPORTATION
81 - 90	TOY - representing - Go to Section (2)
91 - 00	PERSONAL APPLIANCE (glasses, toothbrush, comb, etc.)

(5) RESOURCES TABLES

A. 00 - 19	WATER	
20 - 39	FOOD - Go to B	
40 - 59	DRUGS - Go to C & D	
60 - 79	RARE GEMS - Go to E & G	
80 - 99	RARE METALS - Go to F & G	

B. FOOD

EDIBLE

01 - 15	SYNTHETIC
16 - 35	VEGETABLE
36 - 50	ANIMAL

NON-EDIBLE

51 - 70	ALIEN PROTEINS
71 - 85	TOXIC SUBSTANCE
86 - 00	INERT SUBSTANCE

C. DRUGS

01 - 20	STIMULANT
21 - 40	DEPRESSANT
41 - 60	EUPHORIC
61 - 80	HALLUCINOGEN
81 - 00	ANALGESIC

D. DRUG REACTION

01 - 14	ALLERGIC
15 - 24	OVERDOSE/PASS OUT
25 - 35	ADDICTION
36 - 50	DEATH
51 - 00	CORRECT REACTION

E. RARE GEMS

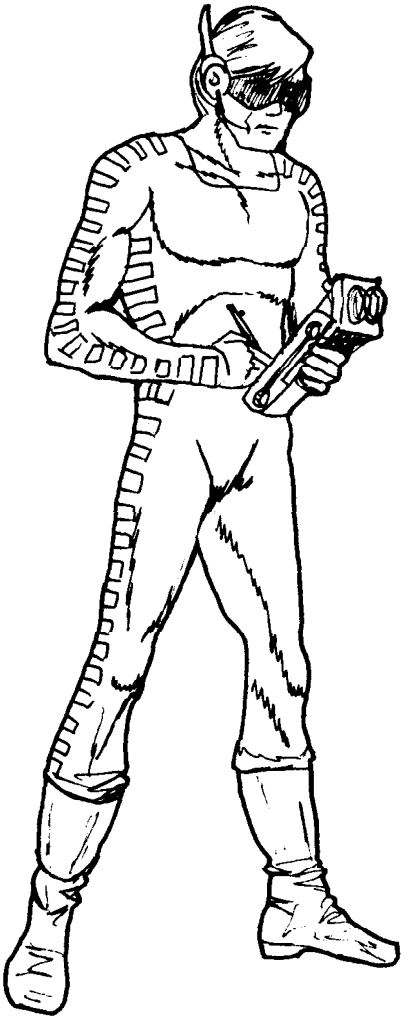
00 - 09	OPAL
10 - 19	JADE
20 - 29	TURQUOISE
30 - 39	SAPPHIRE
40 - 49	RUBY
50 - 59	EMERALD
60 - 69	TOPAZ
70 - 79	DIAMOND
80 - 89	AMBER
90 - 94	FLAME GEM
95 - 99	DYLITHIUM

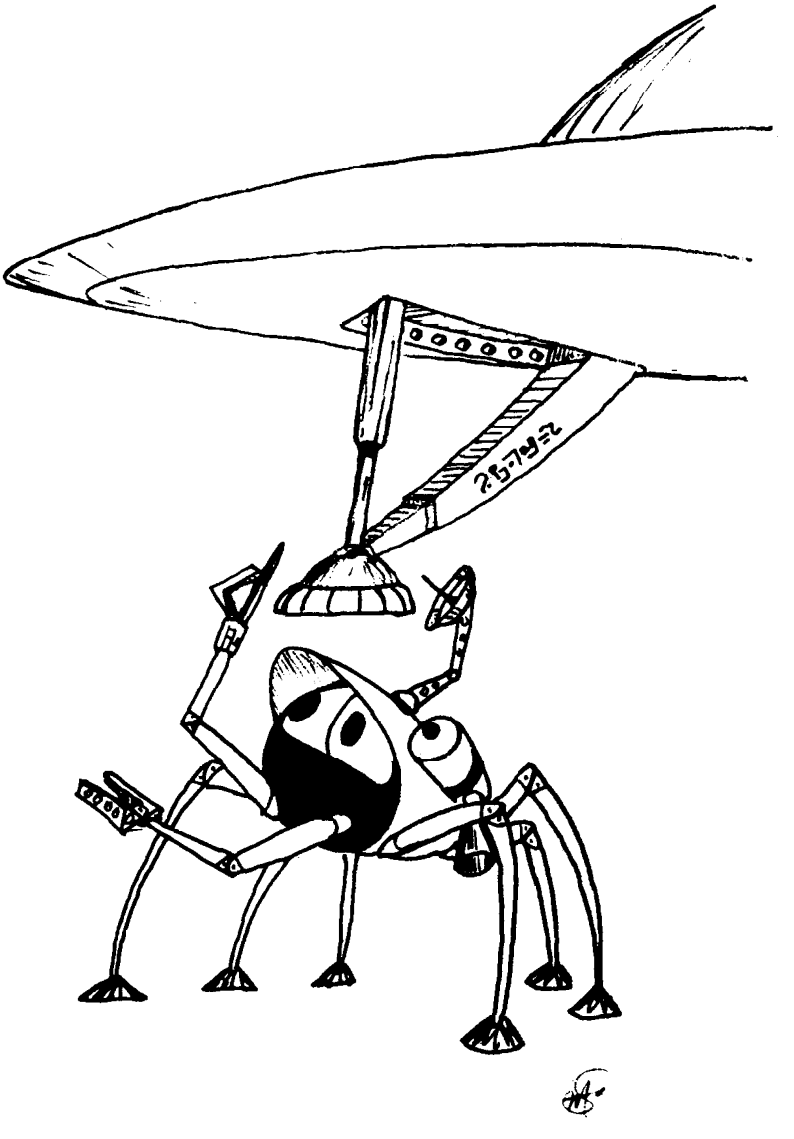
F. RARE METALS

00 - 09	COPPER
10 - 19	SILVER
20 - 29	GOLD
30 - 39	PLATINUM
40 - 49	URANIUM
50 - 59	PLUTONIUM
60 - 69	IRIDIUM
70 - 79	THORIUM
80 - 89	RADIUM
90 - 99	UNKNOWN

G. METALS AND GEM VALUE

1. Roll 1-6 for mass of metal
2. Roll 1-12 for number of gems
3. Roll percentile dice and multiply by number or mass to get the value in kilo-credits.





FINAL NOTES AND ADDENDA

Since the original conception of this manual many new ideas have popped up in our heads and also in various media of science fiction. One of the things which we definitely will be doing in the future is a small booklet which covers the use of magic within the framework of these rules. This booklet will be called PARATIME PATROL and will essentially show the operation of magic in alternate dimensions and universes. The other aspect of late has been STAR WARS. This movie seems to have caught the imagination and fancy of fans everywhere and we felt these rules would not be complete without showing how the various paraphernalia used in this movie would operate within the rules of SPACE PATROL.

1. The white plastic armor used by the storm troopers of the Empire is not very good, but it can be considered the same rating as nemourlon body armor except that it would cover the entire body rather than just the torso.

2. All of the hand guns used in STAR WARS can be considered the same as laser pistols and rifles from our rules except that the storm trooper's pistols may be set to stun effect. When they are put on this setting, they work just like stunners from the weapons table.

3. Light sabers are to be considered the same as variable swords except that they cannot be extended beyond one meter. Thus, they would always strike with a force of six combat dice.

4. The Force, one of the most interesting parts of the movie, can be compared to an apparent psionic energy, the character Ben Kenobi being **a** master of its use. A character who is strong in the Force can be considered to be able to use all the Psionic powers listed in our set of rules to a certain degree. If he was as adept as Kenobi, a Jedi knight, he would be able to use all of the powers but not all of them at the same time. If he was a novice like Luke Skywalker, he would have a much lower probability of using a single one of the psionic powers at any time. It is primarily up to the judge to determine to what degree a character has the Force but it should be emphasized that it does take **a** lot of training and study to be able to really master its use.

Scenarios from STAR WARS can be easily constructed. Some of the most popular ideas that we have had here so far concern expeditions into Mos Eisley Space Port with all of its varied alien beings and storm troopers lurking at every street corner, or possibly a mad chase through the Death Star while one member of the party is attempting to put the tractor beam out of commission.

Because STAR WARS takes place in a separate universe entirely without connection to our own, the application of the SPACE PATROL rules system becomes entirely appropriate.

EXPERIENCE AND SKILLS

We do not list character levels in SPACE PATROL mostly due to the strictly artificial nature of such levels as they are used in other types of role-playing games. The gaining of a level of experience due to getting a share of the treasure found during a trip is a good example of this.

On the other hand, a character can acquire skill in the use of a weapon or device and could, if in a military, or paramilitary service, raise up in rank and status.

A character must operate his or her weapon at least 10 times with at least 80% accuracy during an adventure to qualify for a modifier of +1 to the hit probability of the particular ranged weapon or a modifier of +1 to Initiation when using the particular contact weapon. At the end of the adventure the player would have to roll his saving roll to acquire the additional skill.

For Example: Ensign Jones lands his shuttlecraft on an alien planet and is immediately accosted by innumerable strange beasties. Pulling his ebony-gripped Mark XX blaster from his holster Jones proceeds to shoot his way clear. After an hour of combat, Jones retires to his spacecraft, lifts off, and rendevous' with his parent battlecruiser to report the planet moderately dangerous. Jones fired his Mark XX and got hits *B0%* of the time. If his saving roll is made on the NEXT trip, Jones will be able to add 1 to his ability to get a hit when using the MkXX blaster.

A character would start out with one specialty. The type of specialty chosen should be governed by the character's best attributes. Typical specialties could be: Electronics, Astrogation, History, Weaponry, Piloting, Geology, Drive Mechanics, Alien Contact, Hand-to-hand combat, and so on.

The gaining of proficiency in that specialty would be dependent on how well the character made use of his or her specialty during the course of a game. The Referee would keep track of when and how successfully the character used their specialty and award, or not award, a gain in proficiency.

More information on character development will be included in PARATIME PATROL.

OPTIONAL RANGED WEAPON ACCURACY

While the Hit Accuracy Table given in the combat tables is perfectly adequate for any ranged weapon, an optional system can be used which, perhaps, better reflects the individual ability of the character to perform ranged combat.

To find the number or less needed to score a hit, take the character's Dexterity and modify that number plus or minus by the regular Hit Table Modifiers from the Combat section. Then roll 3 six-sided dice. If the number rolled is less than or equal to the character's modifier Dexterity, a hit has been scored. Additionally, modify the number required for range. +1 for Point-Blank (0 to 2 Meters). +0 for Short Range. -2 for Medium Range. And -4 for Long Range.

As of this writing another set of role-playing rules have been published by Fantasy Games Unlimited entitled FLASH GORDON AND THE WARRIORS OF MONGO. The Flash Gordon rules are extremely simple and easy to play, but the application of SPACE PATROL**'S** combat systems will make the game even more enjoyable for those of you used to greater complexity. Any questions concerning SPACE PATROL and how it is played may be sent to us at the address listed below along with a self-addressed, stamped envelope and we will do our best to answer them.

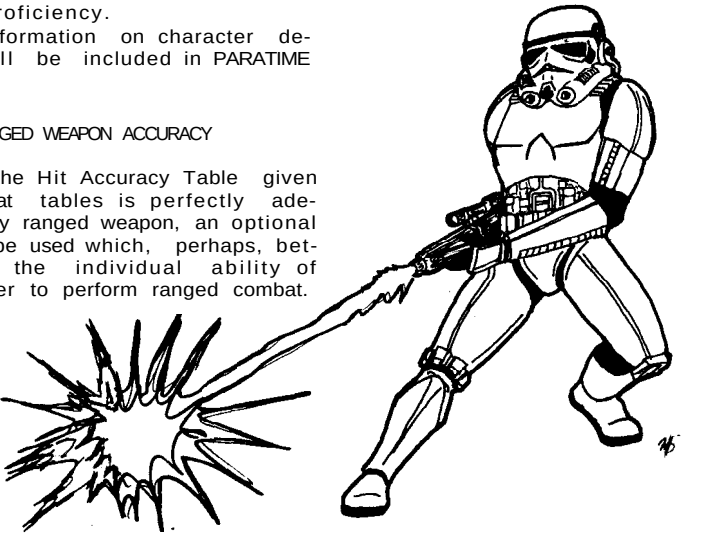
As we go to press in August of '77, we are arranging for the manufacture of 25mm metal figures which are specifically designed to compliment these rules. For more information on this set of SPACE PATROL figures, please send a stamped, self-addressed envelope to:

GAMESCIENCE
7604 Newton Drive
Biloxi, MS 39532

Please write the words SPACE PATROL FIGURES on the flap. As soon as they are ready, we'll contact you. Hopefully, we will provide an assortment of 20 or 25 figures for about $10.

Although not specifically designed for this game, there are a number of good Science Fiction figures made by:

Grenadier
P. 0. Box 305, Dept. Z
Springfield, PA 19064



SPACE PATROL

SEEK OUT ACROSS INFINITE SPACE THE ULTIMATE DESTINIES OF CHARACTERS IN YOUR CONTROL. TRAVEL TO NEW WORLDS AND DIMENSIONS FOR EXPLORATION AND TREASURE. MEET THE MYRIAD SENTIENT LIFEFORMS INHABITING A THOUSAND PLANETS AND PROVE YOUR RIGHT TO EXIST AMONG THEM.

SPACE PATROL IS ALL THAT AND MORE. THIS SET OF RULES COVERS ALL FORMS OF PERSONAL COMBAT FROM ROCKS TO ATOMIC BLASTERS. IN ADDITION THERE IS CONTACT WITH ALIEN LIFEFORMS, LEARNING ABOUT NEW AND STRANGE DEVICES, CONSTRUCTING REALISTIC SCENARIOS, AND THE RANDOM GENERATION OF ALIEN INTELLIGENCES AND CREATURES. SUCH DIVERSE ELEMENTS AS "PSIONICS" AND GRAVITY ARE ALSO DEALT WITH.

SPACE PATROL REQUIRES PENCILS, LOTS OF PAPER, REGULAR AND POLYHEDRA DICE, AND LAST BUT NOT LEAST A SENSE OF WONDER.